

MEGA MAN™ BATTLE NETWORK

ロックマン エグゼ オフィシャルコンプリートワークス

OFFICIAL COMPLETE WORKS





MEGA MAN™ BATTLE NETWORK OFFICIAL COMPLETE WORKS

MEGA MAN™ BATTLE NETWORK

ロックマン エグゼ オフィシャルコンプリートワークス

OFFICIAL COMPLETE WORKS



CAPCOM



MEGA MAN BATTLE NETWORK

ロックマン エグゼ オフィシャルコンプリートワークス
OFFICIAL COMPLETE WORKS



MEGA MAN BATTLE NETWORK

OFFICIAL COMPLETE WORKS

CONTENTS

CHAPTER1 ARTWORK

PROMOTIONAL ILLUSTRATIONS	004
PACKAGE ILLUSTRATIONS	019

CHAPTER2 CHARACTERS

REAL WORLD	026
CYBER WORLD	050
VIRUSES	090


CHAPTER3 DESIGN WORK

REAL WORLD	096
CYBER WORLD	116
VIRUSES	151
ANIME CONCEPT ART	158

CHAPTER4 EXTRAS

BATTLE CHIP LIST	162
MISCELLANEOUS	167

About this book:

This art book is a collection of official illustrations, concept art, and illustrations for merchandise related to the "Mega Man Battle Network" series. All materials were compiled with the guidance and assistance of the Capcom design staff and graphic studio. The comments listed with the illustrations were provided by the Capcom staff members noted below, and any comment that does not have a name mentioned after it is a footnote created by our editing team. The page numbers() displayed next to things like character names direct you to the pages within this book that contain art related to that specific character.

SHINSUKE KOMAKI

Design Staff
Official illustrations, etc.

YUJI ISHIHARA

Graphic Studio No. 1
Character designs, etc.

HAYATO KAJI

Graphic Studio No. 2
Character designs, etc.

AKIKO NAKAJIMA

Graphic Studio No. 2
Character designs

KAZUTAKA SATOU

Graphic Studio No. 1
Pixel art, etc.

MASAHIRO ANMA

Project Development Team
"Mega Man Battle Network" Project,
partnered with Shin Kurosawa

Titles included in this book (abbreviations used in this book for each title are shown in brackets):

	MEGA MAN BATTLE NETWORK (BN1 / EXE1)		ROCKMAN.EXE 4.5 REAL OPERATION (EXE4.5)
	2001.03.21 / GAME BOY ADVANCE		2004.08.06 / GAME BOY ADVANCE
	MEGA MAN BATTLE NETWORK 2 (BN2 / EXE2)		ROCKMAN.EXE PHANTOM OF NETWORK (EXEPON)
	2001.12.14 / GAME BOY ADVANCE		2004.11.24 / I-MODE, EZ BREW
	MEGA MAN BATTLE NETWORK 3* (BN3, BN3W / EXE3)		MEGA MAN BATTLE NETWORK 5: TEAM PROTOMAN** (BN5, BN5P / EXES, EXE5B)
	2002.12.06 / GAME BOY ADVANCE		2004.12.09 / GAME BOY ADVANCE
	MEGA MAN NETWORK TRANSMISSION (NT / EXETM)		MEGA MAN BATTLE NETWORK 5: TEAM COLONEL** (BN5, BN5C / EXES, EXE5C)
	2003.03.06 / NINTENDO GAMECUBE		2005.02.24 / GAME BOY ADVANCE
	ROCKMAN.EXE 3 BLACK* (BN3, BN3B / EXE3B)		MEGA MAN BATTLE NETWORK 5: DOUBLE TEAM DS (BN5, BN5DS / EXES, EXE5DS)
	2003.03.28 / GAME BOY ADVANCE		2005.07.21 / NINTENDO DS
	MEGA MAN BATTLE CHIP CHALLENGE (BCC / EXEGP)		MEGA MAN BATTLE NETWORK 6: CYBEAST GREGAR (BN6, BN6G / EXE6, EXE6G)
	2003.08.08 / GAME BOY ADVANCE		2005.11.23 / GAME BOY ADVANCE
	ROCKMAN.EXE NT BATTLE (EXEN1)		MEGA MAN BATTLE NETWORK 6: CYBEAST FALZAR (BN6, BN6F / EXE6, EXE6F)
	2003.08.08 / WONDERSWAN COLOR, SWANCRYSTAL		2005.11.23 / GAME BOY ADVANCE
	MEGA MAN BATTLE NETWORK 4: RED SUN (BN4, BN4R / EXE4, EXE4R)		ROCKMAN.EXE LEGEND OF NETWORK (EXELON)
	2003.12.12 / GAME BOY ADVANCE		2006.10.02 / I-MODE, EZ BREW
	MEGA MAN BATTLE NETWORK 4: BLUE MOON (BN4, BN4B / EXE4, EXE4B)		ROCKMAN.EXE OPERATE SHOOTING STAR (EXEOSS)
	2003.12.12 / GAME BOY ADVANCE		2009.11.12 / NINTENDO DS

NOTE:

Games that were only released in Japan are listed by their original "Rockman.EXE" titles. Likewise, art that originally comes from Japanese-only sources (such as Japanese box art or guide books) is abbreviated with "EXE" instead of "BN."

*In the US, Mega Man Battle Network 3 was released in two versions, "White" and "Blue," on the same day. The White version is the same as the original Rockman EXE 3 in Japan, while the Blue version is the same as Rockman EXE 3 Black in Japan.

**In the US, both Game Boy Advance versions of Mega Man Battle Network 5, Team ProtoMan and Team Colonel, were released on the same day.

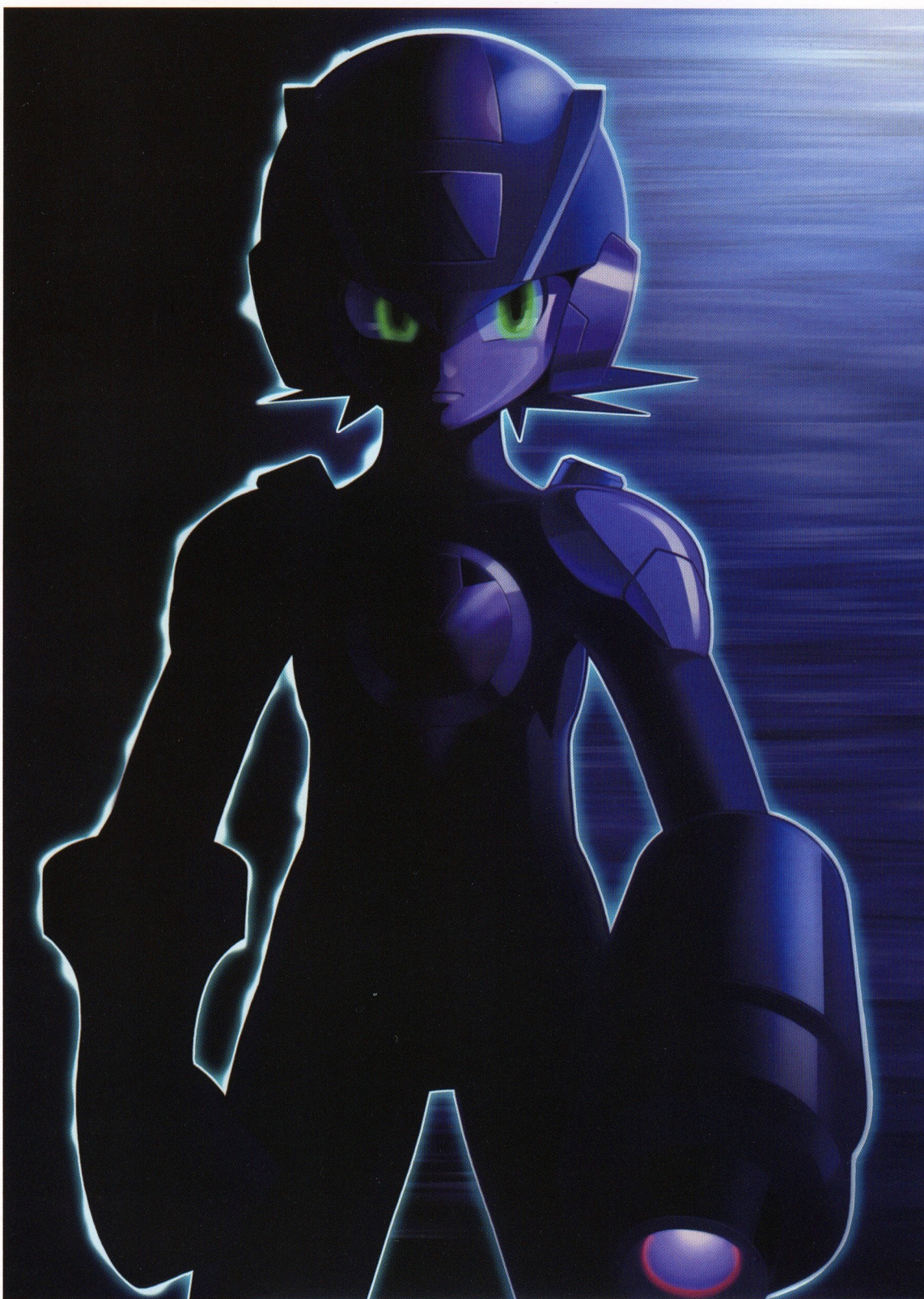


MEGA MAN BATTLE NETWORK
OFFICIAL COMPLETE WORKS



Chapter:1

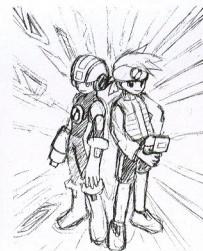
ARTWORK

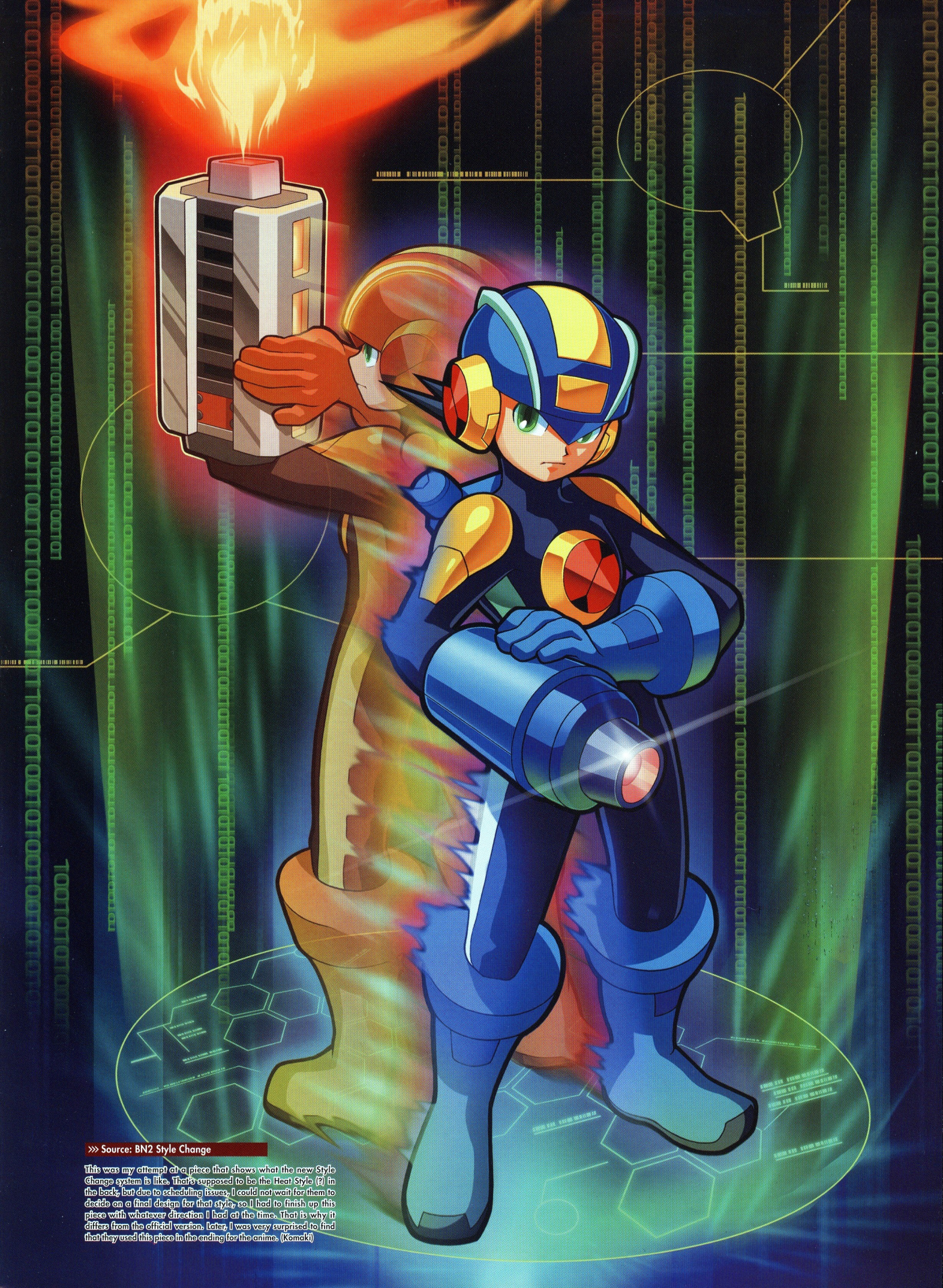


Source: BN2 concept art

This piece was the result of Inafune's comment that the box art for BN1 was a little too cute, and that he wanted something a little "cooler." Ishihara provided me with some rough ideas, and I took it from there. I had temporarily named the file "Cool Image" while working on it, and I was so embarrassed when I found out that they used that file name as the title for this piece in the book "Secrets of Rockman.EXE." (Komaki)

ROUGH SKETCHES





» Source: BN2 Style Change

This was my attempt at a piece that shows what the new Style Change system is like. That's supposed to be the Heat Style (2) in the back, but due to scheduling issues, I could not wait for them to decide on a final design for that style, so I had to finish up this piece with whatever direction I had at the time. That is why it differs from the official version. Later, I was very surprised to find that they used this piece in the ending for the anime. (Komaki)



>>> Source: EXE2 guide book cover

Since this was for the cover of the guide book, I wanted to show the extremes of the game. I put Mega Man in his ultimate style, Hub Style, and also included his greatest rival, Bass. The pattern on the Hub Style suit took awhile to finish. (Komaki)

<< Source: EXE3 guide book cover

In trying to draw Ground Style and Shadow Style in direct confrontation, I remember I had a lot of trouble getting the image to fit within the vertical size limitation. The intricate pattern on the bottom of the Ground Style boots took quite a bit of time to get just right. (Komaki)





Source: EXE3 guide book cover

Personally, I really like the way this piece turned out. I put a lot of thought into the colors and perspective that I used. The background is what I imagine the Navi Customizer looks like, and I remember working on every part of it by hand since I'm not experienced with 3D tools. (Komaki)



ROUGH SKETCH



Looking at it now, I think this rough draft looks good enough to be the final piece. I think the cover would have looked just as nice if I had kept it this way. (Komaki)

« Source: EXE4 guide book cover

I was hoping that having Dark Mega Man located in the center, with the Double Souls scattered around him would make for a powerful image. The first version I submitted had brighter colors, but the people at Shogakukan suggested that I go with something more like the rough draft, so I finished up the final version with darker colors. (Komaki)



» Source: EXE4 advertisement

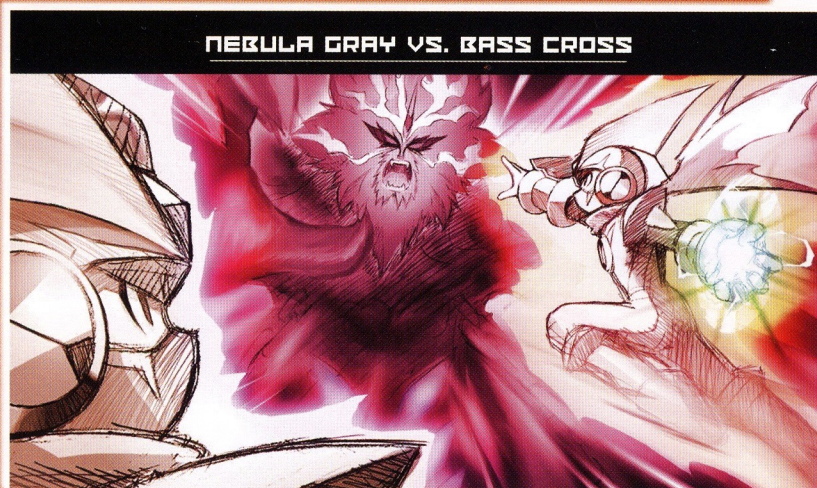




« Source: Animated movie pamphlet

This is probably the most meaningful piece I did while working on the Battle Network series. When I was asked to draw something that would be included in the movie pamphlet, I was very excited. I remember how happy I felt when I saw little kids watching the movie in the theater with the pamphlet clutched in their little hands. (Komaki)

■ ILLUSTRATION FOR MOVIE PAMPHLET (EARLY VERSION)



■ ROUGH SKETCH FOR MOVIE PAMPHLET



« Source: Animated movie pamphlet

I remember having a lot of fun doing this piece for the animated series. Since it required much more detail than the Mega Man illustrations I'm used to drawing, I found it to be a very interesting piece to work on. (Komaki)



This is the pitch we took around to the publishers and other contacts, so it is probably the earliest documentation of Mega Man Battle Network. We hadn't made any decisions regarding the battle system at this point, so the outline mostly focuses on our concept of the in-game world. Most of the designs included in the pitch were temporary, but the key terms like "EXE" and the main character's name (Lan Hikari) were already established, and they made it all the way through to the final product unchanged. (Anima)

1

ROCKMAN EXE

(Temporary name)
Project Concept Outline

ROCKMAN → PROTO MAN → MEGA MAN → ?

00.01.31 Capcom Inc.

2

A new Mega Man for the new age!

Back in the day, the "futuristic hero" that kids dreamed about was a "robot hero." That is no longer the case.

What is it that modern kids consider "cool" and "exciting?"

↓

The network (Internet) and mobile phones!
That is what we will be focusing on.

We want to make our new hero more accessible to kids, to make them feel like he is really within reach. That is why we would like to shift Mega Man's home to the network.

The artificial personality program that lives on the network, known as the Net Navigator, will be the new Mega Man.

Mega Man will be the NetNavi installed on the main character's PET.

*PET stands for PErsonal Terminal

Mega Man has been born again, in a new age.
That is the concept behind "Rockman EXE (Temp)"

3

This is the hero of Rockman EXE

1. Usually, Mega Man does what he can to assist the main character.

He can deliver email to the main character's friends.
He can help the main character find a website.
He can attempt to get allowance from the main character's mother's NetNavi.
He can order snacks and sweets from the online store on behalf of the main character.

2. When an incident occurs on the network, Mega Man fights on the side of peace against Wily's army and their net crimes.

4

3. Mega Man can enter different objects! Each cyber world will have its own unique theme.

By connecting the PET to another device via a connection cord, Mega Man can move into the cyber world (network) of that object.

Once inside the cyber world, an image of "what Mega Man sees" will be displayed.

Microwave = Fire Man is inside, controlling the heat
Calculator = Numbers are zipping about everywhere
This will make "looking into" things more interesting.

(Note!) The main character and Mega Man work together to solve problems. This means their friendship plays a key role in the game.

If the two have a fight, Mega Man might refuse to do anything for the main character.

5

This is the PET!

The PET connects the main character to Mega Man. In this world, the PET is something that everyone uses in their day-to-day lives. You might even consider this a peek into the future of our own technology.

The PET can perform the following functions:

- > Phone, radio, TV
- > Controller for Power Rollers*
- > Navigation map, so you always know where you're going
- > Locate your friends using the satellite tracking system
- > Electronic text book, online tests, online homework...
- > Dad uses it to read the newspaper during his commute
- > Mom uses it at the store to check what they have in the fridge at home
- > Grandpa uses it daily for a quick health check-up (requires health check-up attachment)

1. Newspaper for Dad

2. Health check-up for Grandpa

3. Shopping list for Mom

4. Text books for kids

*Power Rollers - Roller skates with a small built-in engine. Widely used by children as a means of transportation.

Regarding PET features

- > It can record your voice
- > There is an extremely thin keyboard (known as the "keysheet") folded up inside the PET
- > There is a built-in Battle Chip reader on the side

6

Defeat net criminals! = "NetBattler"

What is a NetBattler?

There are so many net crimes being committed that the net police cannot handle every single case. Civilians are therefore able to acquire a license to become NetBattlers to aid the net police force. The main character will become a NetBattler over the course of the game.

Raise your Battler Rank!

NetBattlers can raise their Battler Rank in the following ways:

1. Arrest the net criminal's NetNavi
2. Win a NetBattle in the Battle Colosseum

With a higher Battler Rank, the main character is able to get information on increasingly sinister net criminals through his PET. A higher Battler Rank also allows the main character to explore a larger area of net space, and acquire more powerful items.

Win against net criminals - Get a NetNavi or a Battle Chip
Win against a NetBattler - Get a Battle Chip from the authorities
Either way, your Battler Rank will go up. (gain experience points)

Fight using Battle Chips!

Battle Chips are indispensable!

A Battle Chip is a special item that NetNavis use in combat. Most Battlers keep a constant supply of Battle Chips on hand so that they are ready for a NetBattle at any given time.

During a battle, the Battler will transmit a Battle Chip to the NetNavi in order to affect what the NetNavi is capable of. For example, transmitting a "Triple Shot" Battle Chip results in Mega Man performing a Triple Shot.

The different types and effects of Battle Chips

The rarity of Battle Chips ranges anywhere from the common types to the extremely rare types. They are also divided into two categories: "Move Chips" and "Friend Chips."

Move Chips can be used in different combinations to perform special moves.

"Charge" + "Charge" + "Shot" = "Super Charge Shot"



Friend Chips can be used to summon a friend's NetNavi to the battlefield. The summoned NetNavi can perform one of two functions:

1. They can attack your enemy.
2. They can partner up with your NetNavi to perform a powerful Combo Attack, but they will leave afterwards.

Mega Man + Fire Man = Fire Ball Attack



The Friend Chips will allow players to perform combo attacks with characters who were rivals and bosses in previous Mega Man games.



Summary of the 3 versions:

Version	Main Character	Mega Man
A (For Anime)	Lan Hikari	MegaMan.EXE
B	Seimai Kazami	Mega Man Buster
C	Roudou Kazami	Mega Man Blade

[All names are subject to change]

We would release B and C first. Version A would be released at the same time as the anime.

B and C work as a pair. The main characters are twins, so the storylines of the two versions will play off of one another.

Being able to play as the main character from the anime is the main concept behind version A. The player will be able to experience the story from the anime as well.

We won't make it so that you have to purchase all of the versions in order to acquire every chip.

We will utilize the special features of the Game Boy Advance through new chip distribution, the ability to play against other players through a server, and a battle forum / ranking system on the official homepage.

Characters and Story (Version A)

Main character = a NetBattle genius!



Lan Hikari

Lan received his special PET from his father, who works as a scientist.

He is naturally talented at NetBattles, and though he doesn't show any real interest in NetBattles at first, he acquires a NetBattler's license and ends up fighting against the powerful forces of evil.

The secret between Lan and Mega Man...

MegaMan.EXE was created from a copy* of Lan's DNA. This resulted in Mega Man being more human-like than any other NetNavi.

Another side effect of Mega Man's special origin is that he is able to muster up extra strength when he is in danger. (Much like how humans are able to exert a greater amount of physical strength during emergencies)

*Due to the dangers and moral issues surrounding this kind of technology, the copying of DNA is usually forbidden. Dr. Hikari created Mega Man based on his son's DNA as a sort of experiment to see if it would lead to the development of a more effective way to deal with net crimes and net terrorism.

Put an end to Wily's ambitions!

Wily is a former scientist who carries a grudge against society. He has founded a net criminal organization called WWPO, and plots net crimes on a daily basis.

At first Wily will only commit small crimes, like altering domestic electronics so that they do not work properly. Eventually, the scale of his crimes will get larger, to the point where he is attempting to hack into power plants and the city's administrative server.

In order to resolve a crime, the main character must do the following:

1. Search the city or net space to find information on the crime being committed.
2. Go to the location of the crime.
3. Connect his PET to the object or building being affected, and send in Mega Man.
4. Find the evil NetNavi and defeat them in a NetBattle.

The end goal is for the main character to gather information from each crime resolved, use these clues to search the net, locate Wily's server, crush the WWPO, and save the world from Wily's dark ambitions.

As the main character's NetBattler rank rises, he will be able to access increasingly confidential networks.



Cooperate! Fight! The other NetBattlers!

Rival #1 - Eugene Chaud - Uses Proto Man (Temp)

Cool, intelligent, and rich, Chaud considers NetNavis to be nothing more than convenient tools.

Rival #2 - Mike Kenen - Uses Roll (Temp) and Bass (Temp)

Very skilled in both picking up girls and other, more practical things. Mike is an unlicensed NetBattler who investigates crimes in order to earn money. He is a bit older than the others and will most likely be a high school student.

His NetNavi is female, which he finds useful when picking up girls. During the course of the game, he gives his NetNavi to Mayl and switches to using Bass instead.

Heroine - Mayl Sakurai

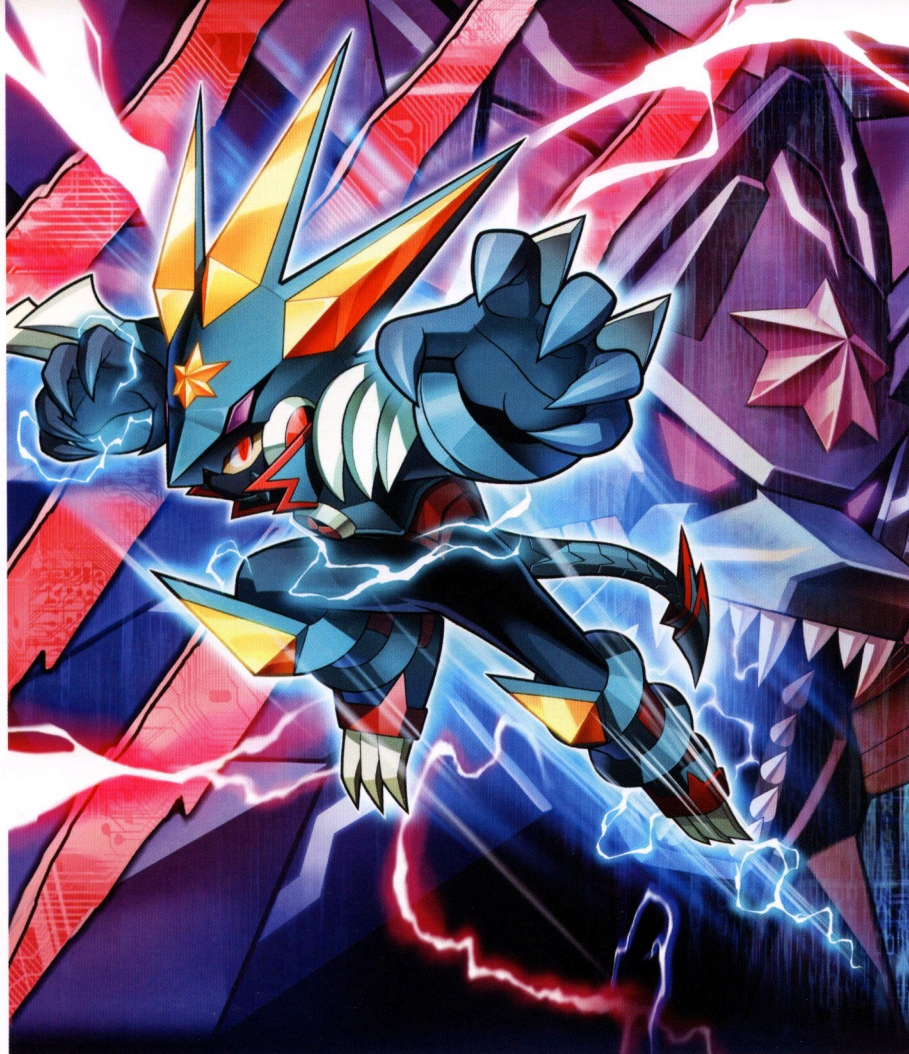
With skills like healing, Mayl's NetNavi is better suited for a support role. In the final boss fight, Mayl sends in Roll (Temp) to help the main character.

Apart from these characters, we will also include a small cast of "regular friends" like a stubborn rough-houser and a snarky rich kid in order to create a truly life-like atmosphere within the game.



Heroine version C
(long hair type)





« Source: Dengeki GameCube November issue cover

I was asked for a front/back cover piece, so I went with Mega Man in beast form. The actual cover had all kinds of text and character images all over it, so this book is probably the first place where everyone will get to have a good look at the background. (Komaki)

» Source: Dengeki GameCube November issue cover



« Source: EXE6 guide book cover

Come to think of it, I think this was the last piece I ever did for the Battle Network series. I had a really hard time getting Gregar and Falzar just right. I'd love to have another opportunity to do a big piece like this for the Battle Network series. (Komaki)



» Source: EXEOSS advertisement

I had a rough time figuring out the layout for this piece, which shows the return of Battle Network and a collaboration with Star Force. Since the early stages of Star Force, I knew the two series would be connected, but I never dreamed I'd end up drawing a poster with these characters together! (Kōmaki)



Source: EXEOSS concept art

ROUGH SKETCH



ROUGH SKETCH

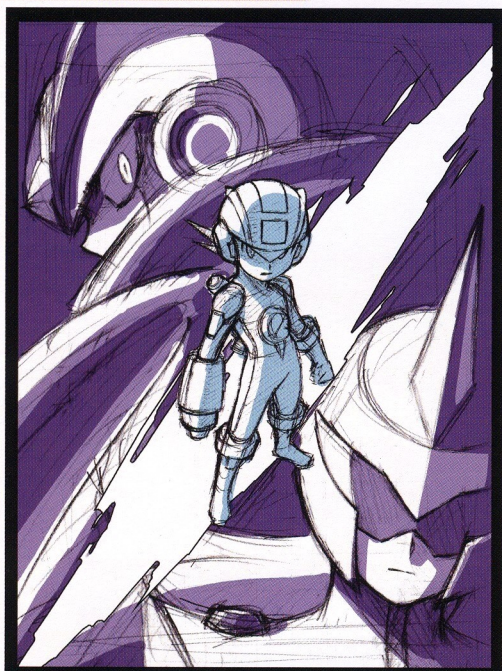


Source: EXEOSS Star Colosseum concept art

To best convey the spirit behind the Star Colosseum game, I wanted to show the characters in a light that you don't really get to see in the game. They look like they're having fun, don't they? (Ishihara)



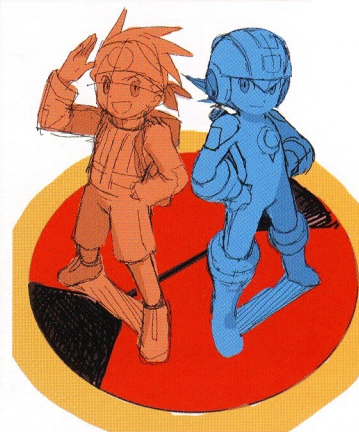
ROUGH SKETCH



» Source: CoroCoro comic bonus cover



ROUGH SKETCH



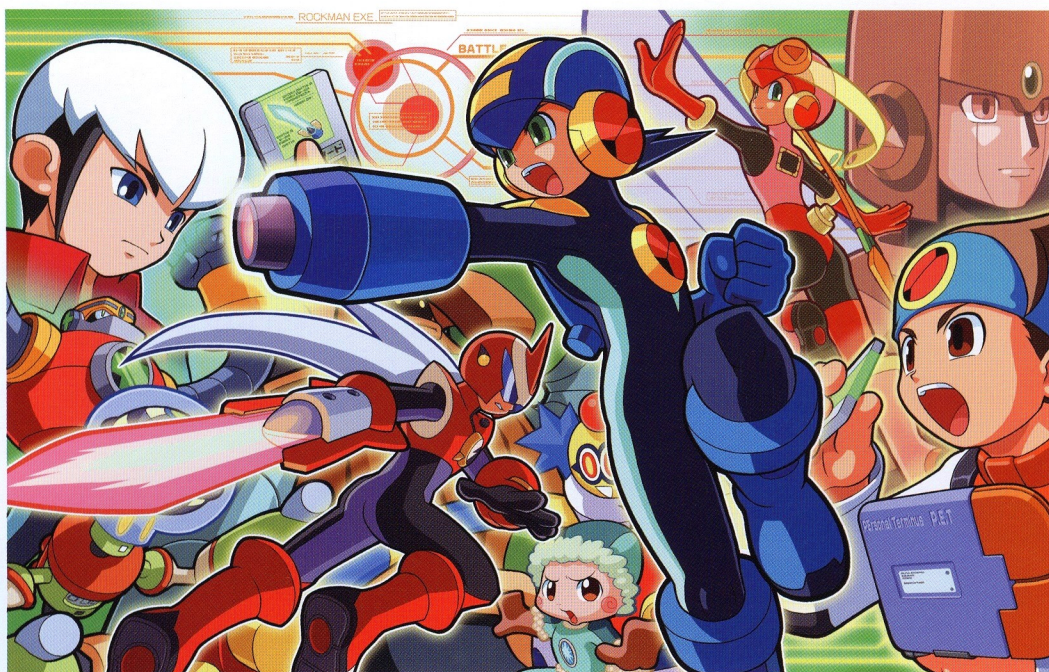
« Source: Cover illustration

The theme for this cover illustration was "Welcome home, Lan and MegaMan!" I made the design pretty simple and brimming with joy in the hopes that the viewer would be able to identify it as a Battle Network piece at first glance. It had been a long time since I had drawn Battle Network, so it was both nostalgic and full of new discoveries. There's more to Battle Network than meets the eye! (Komaki)



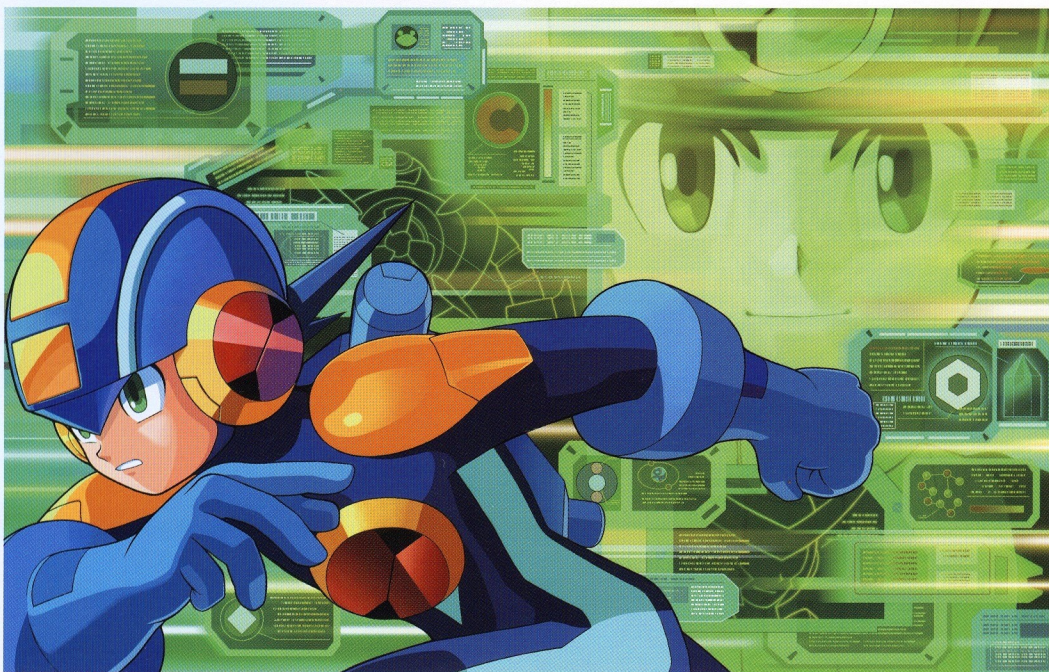
Package Illustrations

These are the illustrations that were used for the Mega Man Battle Network series' Japanese game boxes. All of the titles and logos have been removed, allowing each piece to be enjoyed in its entirety.



Source: EXE1

I was given the honor of being the one responsible for all of the package illustrations for the Battle Network series. For the first one, I was so torn about what I should put in the image that I ended up trying to squeeze everything in there, and the resulting image looked a bit crowded... looking at it now, though, I think it could be considered a sort of fresh approach to package illustrations. From EXE2 onward, I learned to figure out what I wanted to focus on for each package illustration. I'd have a large image of MegaMan front and center, or Lan surrounded by the core characters of the game, etc. I guess you could say I learned the rules behind solid package art. (Komaki)

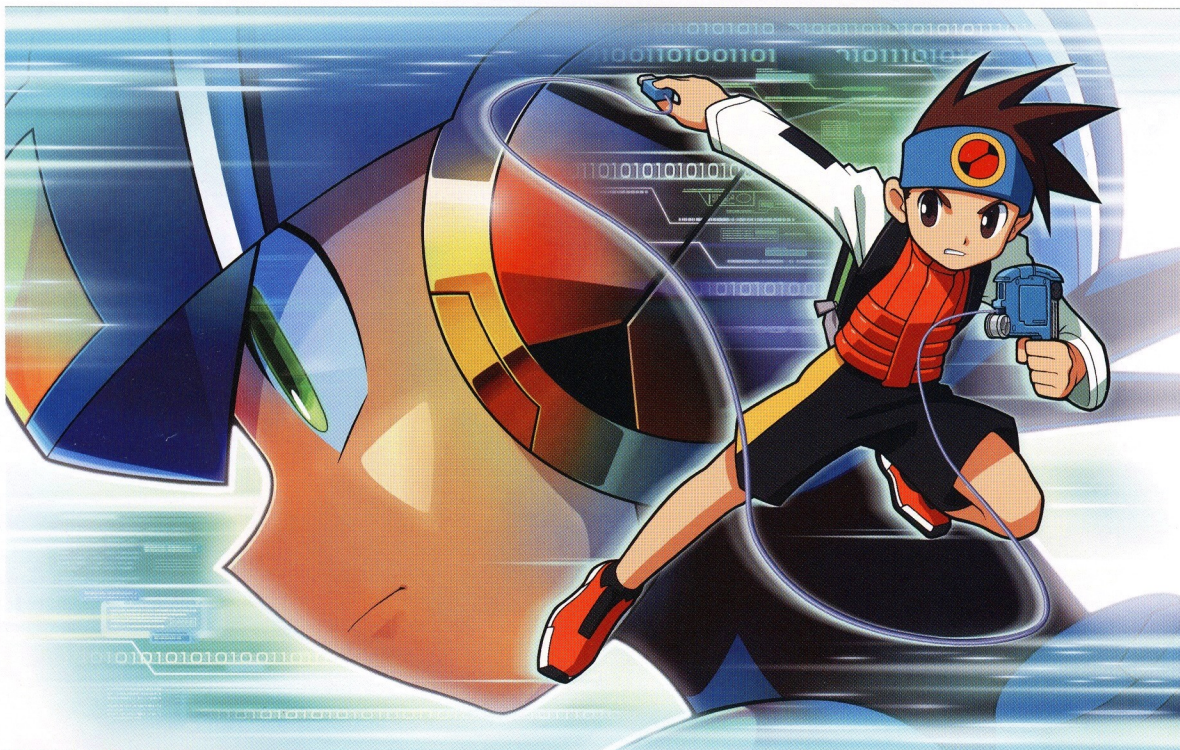


Source: EXE2

ALTERNATE ARTWORK



In the original art that was used for the EXE2 package, MegaMan is complete with lower body.



Source: EXE3



Source: EXE3B



>> Source: EXEN1





>>> Source: EXETM



<<< Source: EXEGP

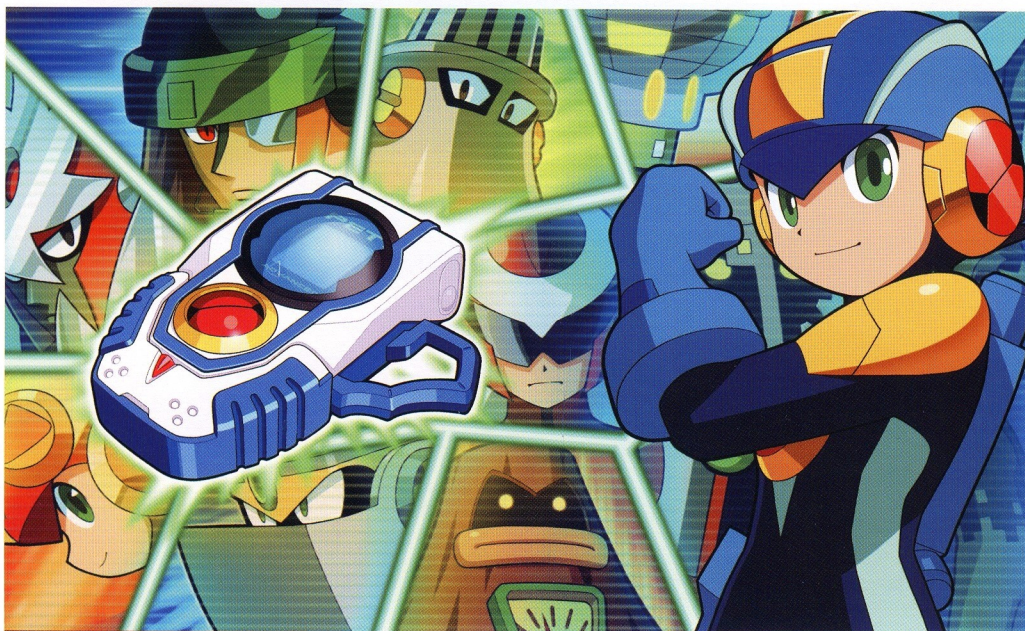




Source: EXE4R



Source: EXE4B



Source: EXE4.5





Source: EXE5B



Source: EXE5C



Source: EXE5DS





Source: EXE6F



Source: EXE6G



Source: EXEOSS



A detailed line art illustration of Mega Man in a dynamic pose, facing forward with a slight turn. He has his signature spiky hair, a visor over his eyes, and a wide, confident smile. He is wearing his iconic blue and white armor, including a chest plate, gauntlets, and a backpack. His right arm is extended forward, and his left arm is bent at the elbow. The background is a solid black, which makes the white line art stand out. A horizontal blue band with a grid pattern runs across the middle of the page, containing the chapter title and a large number '2' in a circle.

MEGA MAN BATTLE NETWORK
OFFICIAL COMPLETE WORKS



Chapter:2
CHARACTERS

Real World

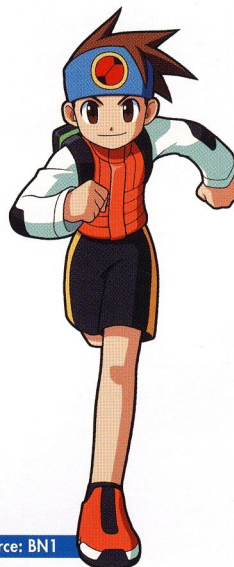
These are the human characters you'll meet in the real, offline world of Mega Man Battle Network. Most of these illustrations are from the characters' first appearances.

LAN HIKARI

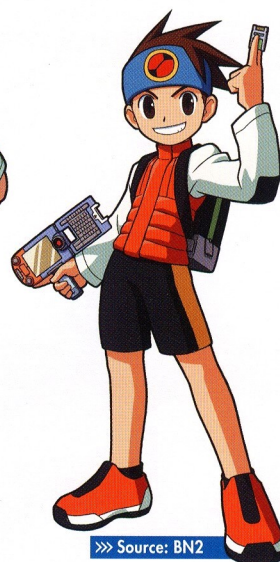
Since Lan would make most of his appearances next to MegaMan, I was careful not to use too many of the same colors for the two characters. I still wanted them to have something to connect them, however, so I gave Lan a bandana with the same blue color and red mark as MegaMan. Lan's personality had pretty much been formulated by the project team, so working on his illustrations really made me realize how much of a cooperative effort it can be just to create one character. That kind of back-and-forth during the character design process is something that makes it really fun. (Kaji)



Source: BN1



Source: BN1



Source: BN2



Source: BN2



Source: BN1



Source: BCC

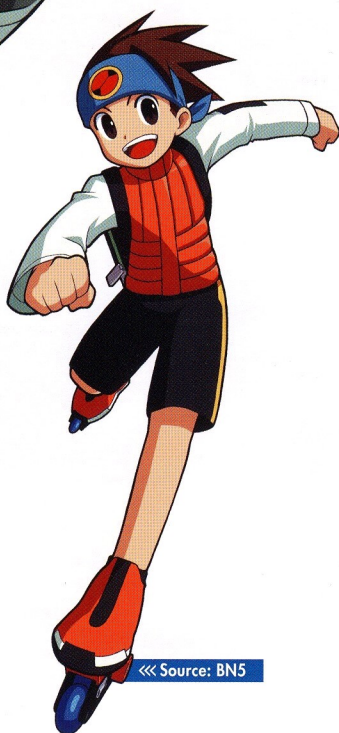


ENDING ILLUSTRATIONS





Source: BN5DS



Source: BN5



Source: EXEOSS



Source: BN5DS



Source: BCC



Source: BN3



Source: BN6





Source: BN2



Source: BN3



Source: BCC



Source: EXEOSS

OTHER ILLUSTRATIONS



Source: Rockman.EXE Series Master Soundtrack



Source: Rockman.EXE Series Master Soundtrack



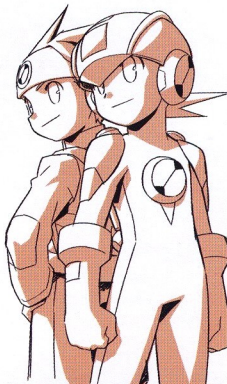
Source: Rockman.EXE Series Master Soundtrack

これからもu-capcomをヨロシク!



Source: u-capcom

THANK YOU FOR SUPPORTING U-CAPCOM!



Source: EXEOSS website



Source: Autograph panel (unused)

YUICHIRO HIKARI

I wanted to create the ideal father for Lan, someone he could really respect and idolize. Yuichiro is very enthusiastic about the work that he does. I hope Lan will grow up to be like him someday. (Kaji)

» Source: BN1



« Source: BN2

OTHER ILLUSTRATION



» Source: Secrets of Rockman.EXE

HARUKA HIKARI

As with Yuichiro, I tried to envision the ideal mother for Lan when working on Haruka. She is the kind of mother who will stand behind Lan and watch over him with a caring eye, no matter what. (Kaji)

» Source: BN2



« Source: BN1

OTHER ILLUSTRATIONS



» Source: Rockman.EXE Series Master Soundtrack

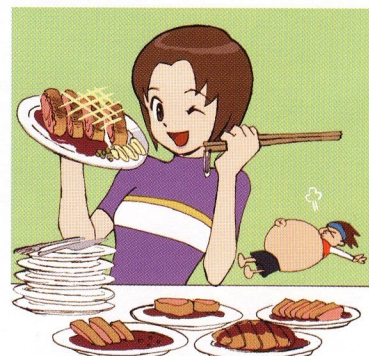
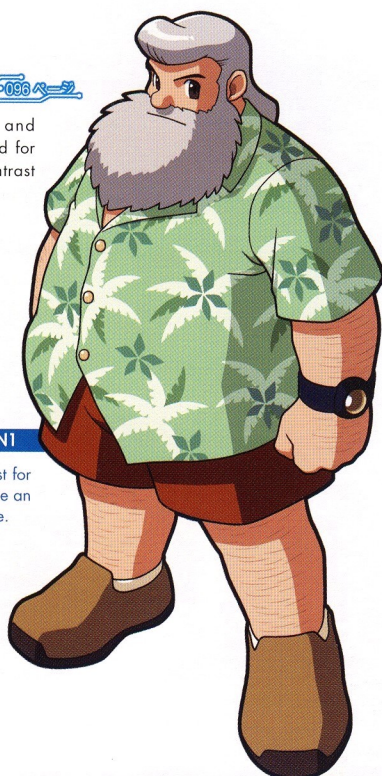
» Source: Secrets of Rockman.EXE

TADASHI HIKARI

I had the image of an honest and agreeable sort of man in my head for Tadashi, to put him in direct contrast with Wily. (Kaji)

» Source: BN1

Though official art does exist for this character, he never made an appearance in the first game.



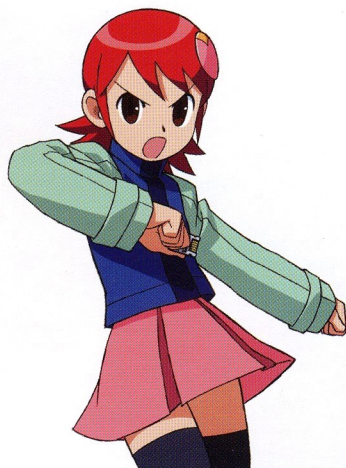
» Source: Secrets of Rockman.EXE

MAYL SAKURAI

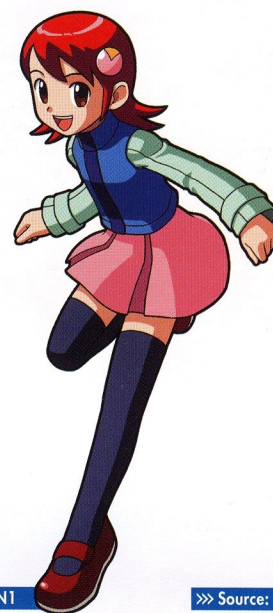
At first, I imagined Mayl to be more boyish, but that didn't seem to fit with the character the director had in mind, so I made her cuter and more girly. I was actually hoping Mayl would be a "tsundere" girl (a character who starts out cold or hostile, but warms up over time), as they were just starting to become popular at the time. (Though I guess they've passed their peak and are no longer as popular...) (Kaji)



>>> Source: BN4



>>> Source: BCC



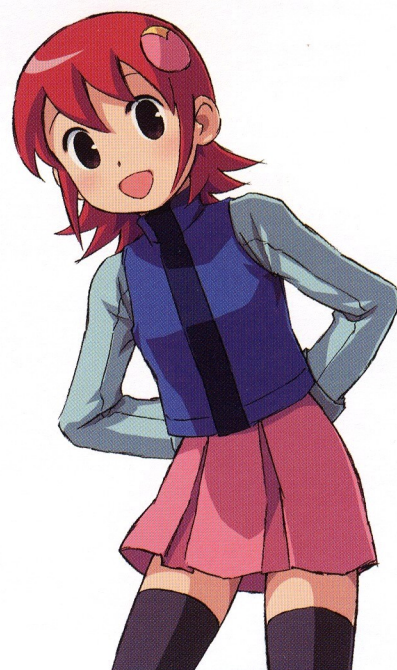
>>> Source: BN1



>>> Source: BN1



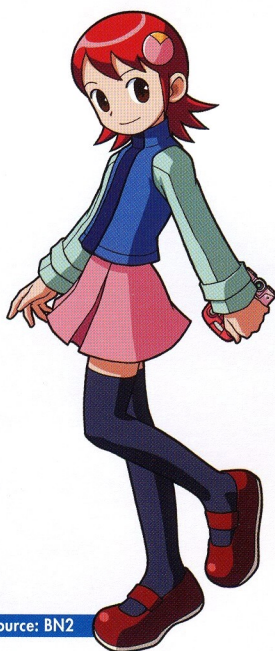
>>> Source: Cell phone wallpaper



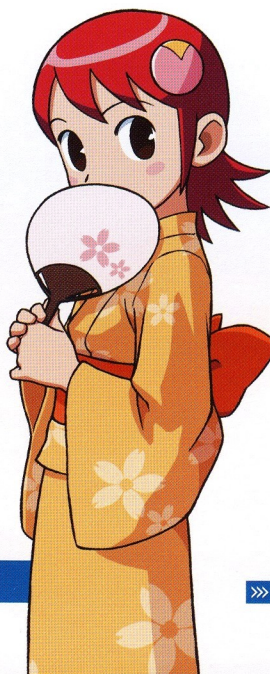
>>> Source: Rockman 20th anniversary event



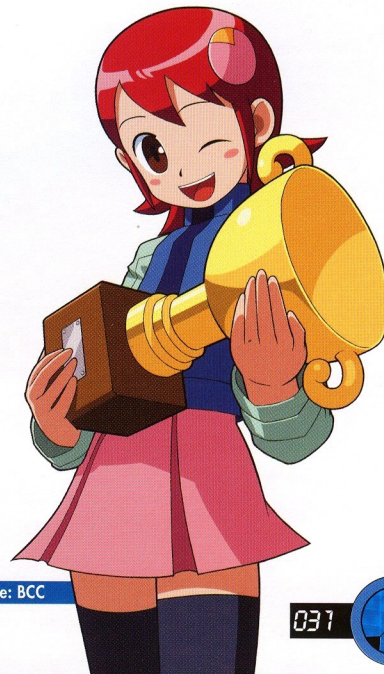
>>> Source: BN5



>>> Source: BN2



>>> Source: Rockman.EXE team intranet homepage



>>> Source: BCC

YAI AYANOKOJI

→ Yai is the result of tweaking a certain character that shows up in one of the villages in "Mega Man Legends 2." The in-game portraits for Yai and Dex have them looking so angry and mean, I was glad the official illustrations had them looking less so. (Kaji)



Source: BN2



Source: BN4



Source: BN1

DEX OYAMA

→ Someone else actually designed this character. I just touched him up in my style to make him look like he belonged with everyone else. Dex is the archetypical "bully" of the neighborhood that you see in most classic mangas. I guess some things never change. (Kaji)



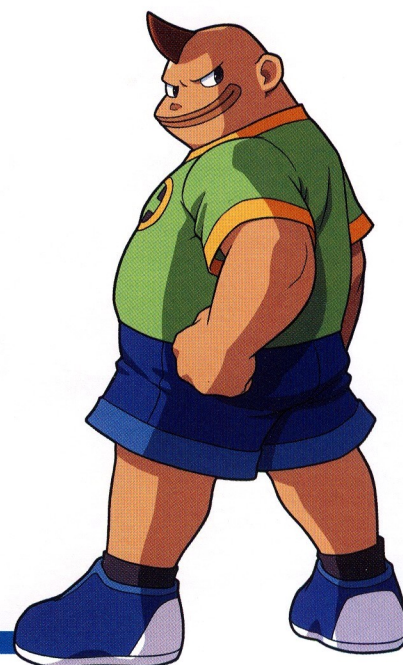
Source: BCC



Source: BN4



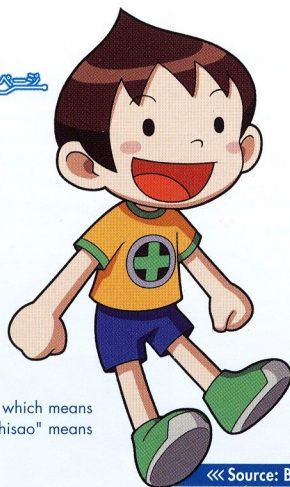
Source: BN1



Source: BN2

CHISAO OYAMA

→ It may seem like a silly play off of Dex's name*, but Chisao is his real name. I used the same colors for their t-shirts to give them that extra bit of connection. (Ishihara)



In Japan, Dex's name is "Dekao," which means "big guy." On the other hand, "Chisao" means "little guy," hence the wordplay.

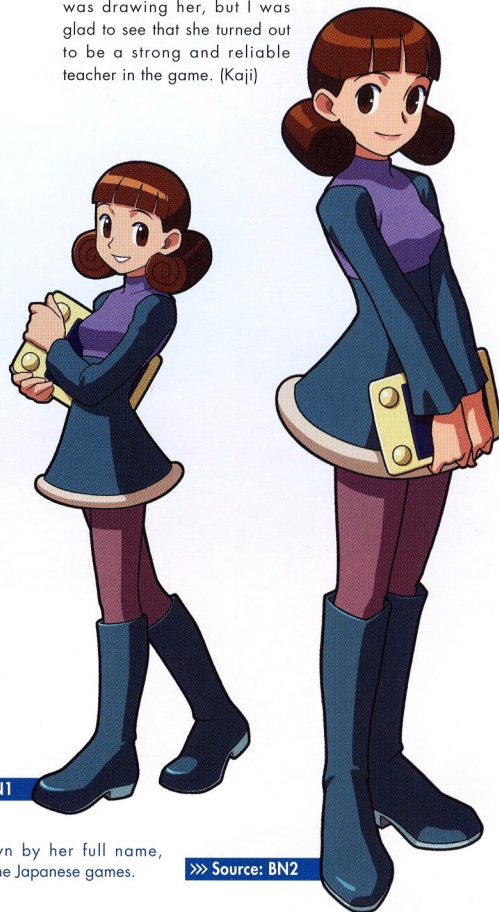
◀ Source: BN3



⌘ Source: BCC

MS. MARI

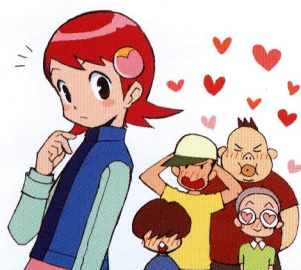
→ I thought she would be one of those shy, timid types when I was drawing her, but I was glad to see that she turned out to be a strong and reliable teacher in the game. (Kaji)



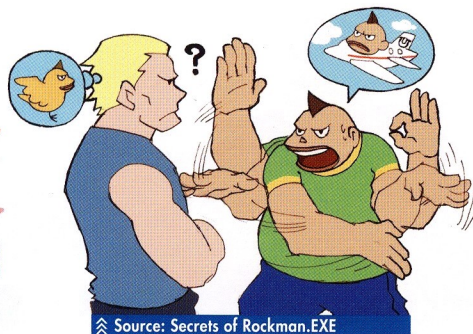
⌘ Source: BN1

Ms. Mari is known by her full name, Mariko Ozono, in the Japanese games.

⌘ Source: BN2

OTHER ILLUSTRATIONS

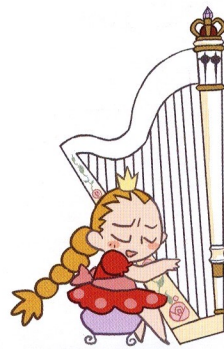
⌘ Source: Secrets of Rockman.EXE



⌘ Source: Secrets of Rockman.EXE



⌘ Source: Rockman.EXE Series Master Soundtrack



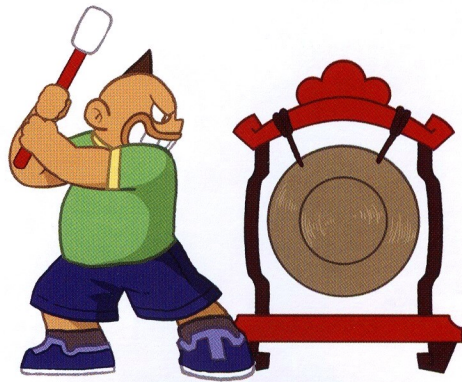
⌘ Source: Rockman.EXE Series Master Soundtrack



⌘ Source: Rockman.EXE Series Master Soundtrack



⌘ Source: Rockman.EXE Series Master Soundtrack



⌘ Source: Rockman.EXE Series Master Soundtrack



EUGENE CHAUD

037

Chaud's personality is the opposite of Lan's. Though Chaud is very passionate about what he does, he tends to be more aloof than any other character. I immediately knew that red, white, and black would be the perfect set of colors for him. All that was left to do then was to spread those colors out in a good balance. I think this character design is one of my personal favorites. (Kaji)

OTHER ILLUSTRATION



Source: Rockman.EXE Series Master Soundtrack



Source: BN5DS



Source: BN4

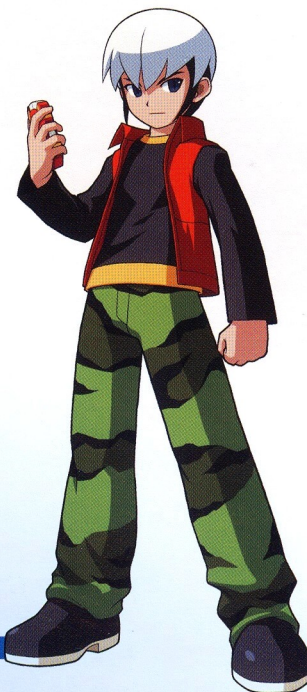


Source: BCC

Source: BN2



Source: BN1



Source: BN5DS



Source: BCC

DR. WILY

Dr. Wily is fueled by an inferiority complex stemming from his rivalry with Dr. Hikari. He is a simple and very "human" villain. Of course, that's just the impression I got from the many renditions of Dr. Wily throughout the entire Mega Man series, though I suppose it's best not to try and explain the nature of the main villain. (Kaji)



« Source: BN5



» Source: BN1



« Source: BN5DS



« Source: BN2

LORD GOSPEL

I tried to represent a little of both the real world and the cyber world with Gospel's robes. (Ishihara)

SEAN OBIHIRO

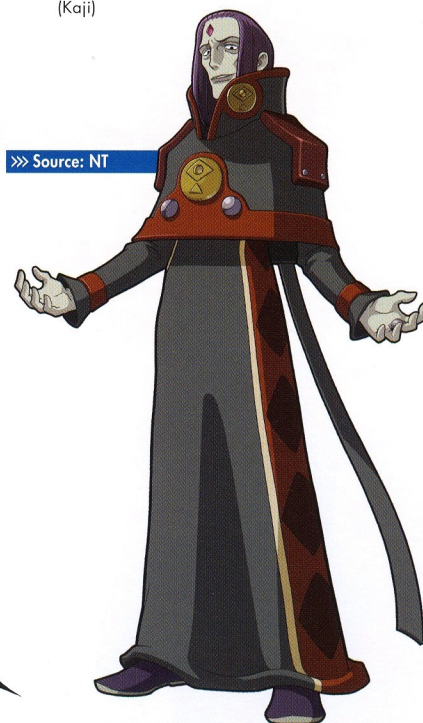
Sean is one year younger than Lan, and can be rather self-centered. The surname "Obihiro" (which means "wide belt" in Japan) is a play on the term "broadband." (Ishihara)

» Source: BN2

**THE PROFESSOR**

I imagined the Professor to be a little sickly and obsessive. I might have gone a bit overboard with his skin color, though... (Kaji)

» Source: NT

**DR. REGAL**

Dr. Regal is a villain with both intellect and conviction. On page 98, you will see an early design of this character where I used the skull theme to give him a connection to Dr. Wily and make it obvious that he is Dr. Wily's son. (Ishihara)





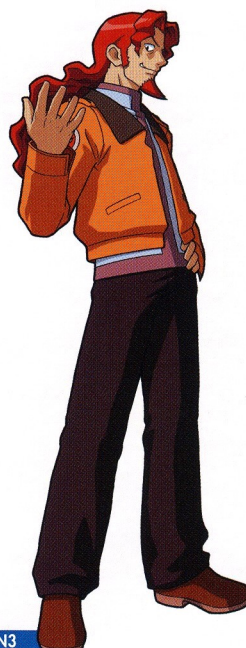
« Source: BN1

MR. MATCH

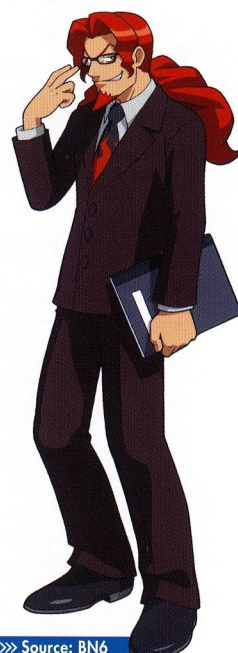
Since this series was supposed to have children making up the majority of the cast (though it didn't quite turn out that way), I designed Mr. Match to be the one through whom the players could see the world from a grown-up's perspective. (Kaji)



» Source: BN2



» Source: BN3

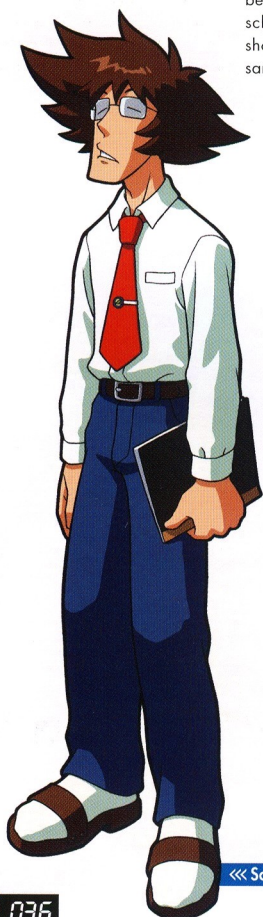


» Source: BN6

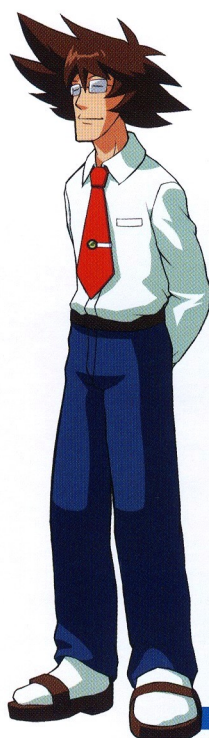
In Japan, Mr. Match is known by his full name, Kenichi Hino.

HIGSBY

The instructions I got for this character were for him to be a "geek." I designed his clothes with his cover as a school teacher in mind, but even after he became a shopkeeper, he still kept the same clothes. He kept the same wardrobe throughout the entire series. (Ishihara)



« Source: BN1



« Source: BN5DS



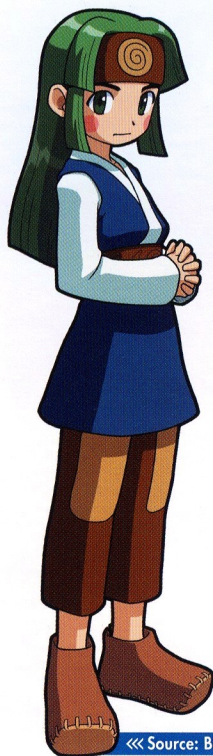
« Source: BN1

DR. FROID

Dr. Froid is an honest and hard-working, 40-something-year-old family man who has to live under the constant threat of the World Three. I thought I did a pretty good job of depicting an all-around good guy; an average Joe, if you will... but I apparently did too good a job. Everyone kept telling me that he was a bit boring. "Too average," I guess you could say. I tried to make him more interesting for everyone by asking people to imagine a scenario where his family gets the adorable IceMan as a present for him, and he isn't sure how to react... but I was told that scenario itself was rather uninteresting as well. (Ishihara)

SAL

I actually drew Sal to be a boy, but we realized the character portrait in the game looked too much like a girl, so we officially changed Sal's gender. I gave Sal ethnic clothing to give her a unique flavor. (Kaji)



<<< Source: BN1

MIYU

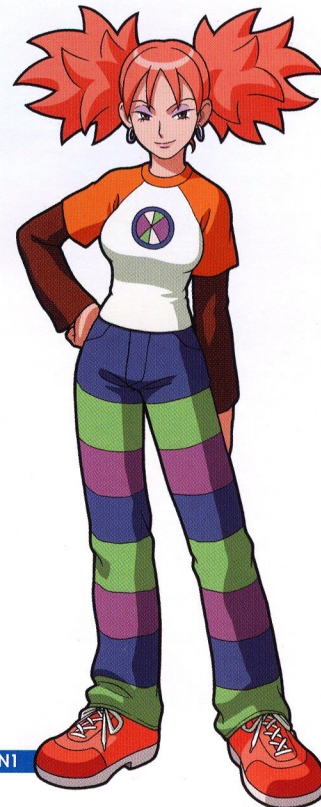
Since she uses SkullMan as her NetNavi, I wanted to make Miyu very mysterious. You never quite know what she is thinking. (Kaji)



>>> Source: BN1

MS. MADD

Kaji did most of the work on this character design. I just finished it up. Rumor has it that this design was based on one of the staff members from the background design team. (Ishihara)



>>> Source: BN1

COUNT ZAP

Count Zap's eyebrows are shaped like little lightning bolts. He has lights built into his suit so that you always know where he is, even in a dark room. His real name is Jack Electel. (Ishihara)



<<< Source: BN1

MASA

As you can see, Masa's theme is fish. I thought it'd be interesting to have something as low-tech as a fish market vendor in a game where everything is so high-tech. (Kaji)



<<< Source: BN1

YAHOOT

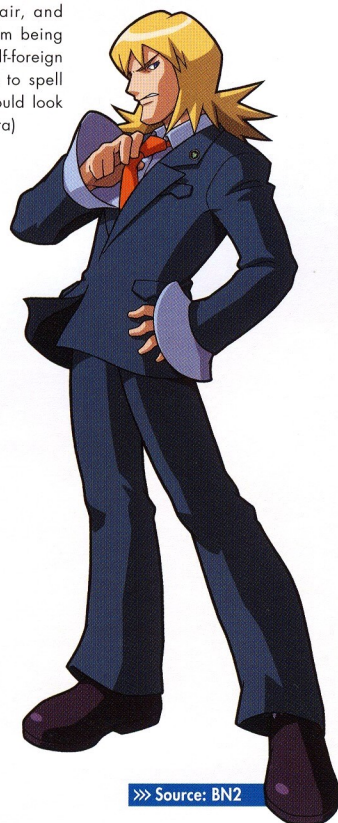
It wasn't intentional, but I admit that Yahoot turned out a lot like a certain character named Dhalsim from a certain game called Street Fighter II... not that we're naming names or anything. Yahoot is the survivor of a whole slew of ideas that got rejected. I had also completed a robot version and animal version for this character slot. (Kaji)



<<< Source: BN1

ARASHI KAZEFUKI

I gave Arashi blond hair, and that somehow led to him being of half-Japanese and half-foreign parentage. If you were to spell his name in kanji, it would look like this: "嵐士" (Ishihara)



>>> Source: BN2

SPEEDY DAVE

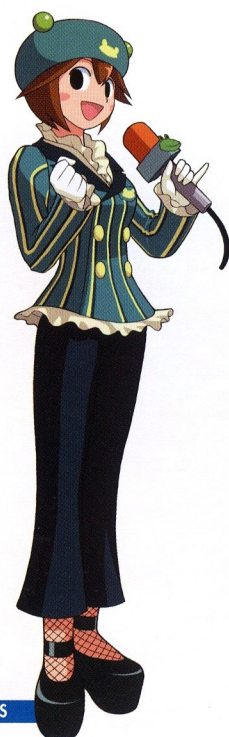
Since normal citizens are behind some of the crimes in BN2, I dressed Speedy Dave to look like a common college student. (Ishihara)



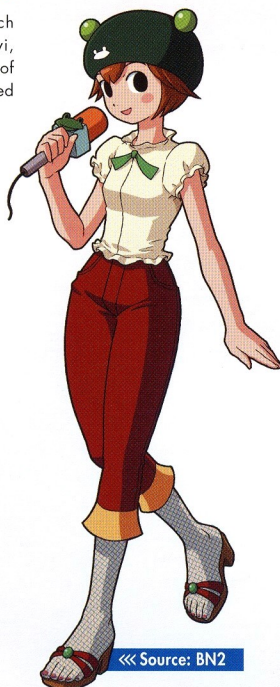
<<< Source: BN2

RIBBITA

Ribitta is a pretty simple design, which involved meshing her with her NetNavi, ToadMan. When I look at early versions of her, I still think I should have incorporated more green into her outfit... (Kaji)



>>> Source: BN5DS



<<< Source: BN2



<<< Source: BN5C

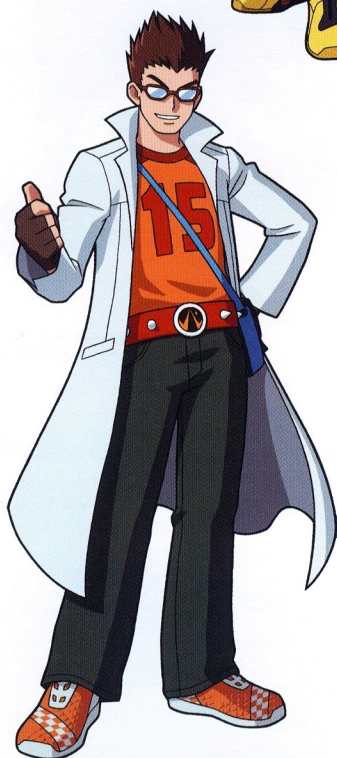


MR. FAMOUS

When I got stuck on Mr. Famous's shoes, I went to consult our in-house "Mr. Famous," Mr. Eguchi Famous, and he told me about the shoes he had his eye on at the time. (Ishihara)



Source: BN2



Source: BN3



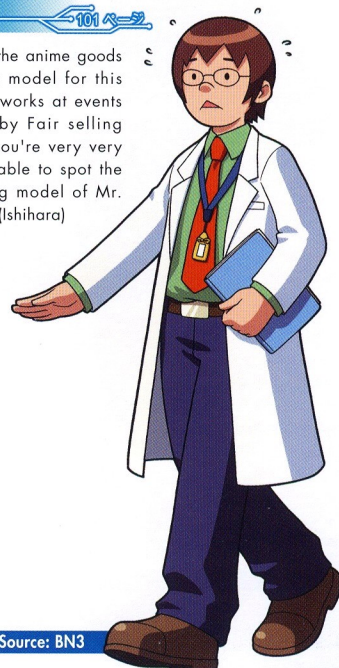
Source: BN6

MR. FAMOUS'S APPRENTICE

A certain member of the anime goods team was used as a model for this character. I hear he works at events like the World Hobby Fair selling anime goods, so if you're very very quiet, you might be able to spot the elusive and unwitting model of Mr. Famous's Apprentice! (Ishihara)



Source: BN4

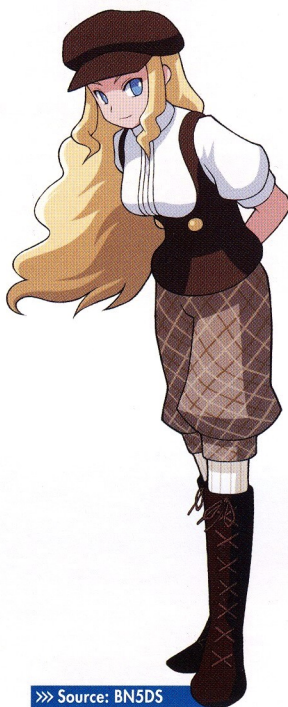


Source: BN3



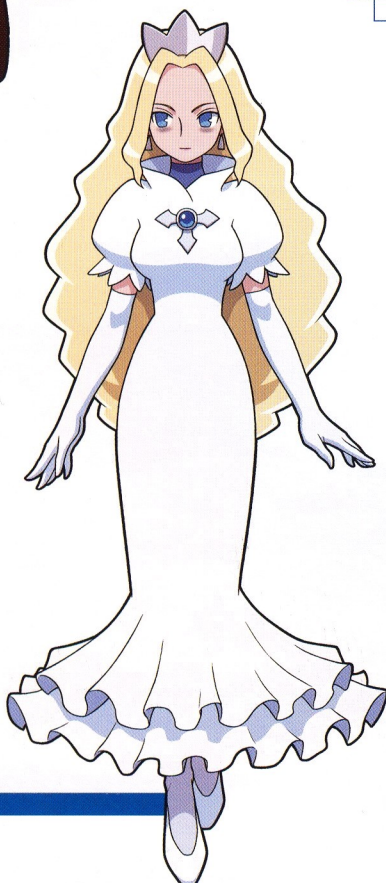
PRINCESS PRIDE

I was told to make Princess Pride "like a spy," so I designed her clothes to allow for maximum mobility while still giving off an air of nobility. The colors I used for her clothes may not be flashy, but I think they go well with the tones of her hair and skin to give her a very dignified look. (Nakajima)



>>> Source: BN5DS

<<< Source: BN5C

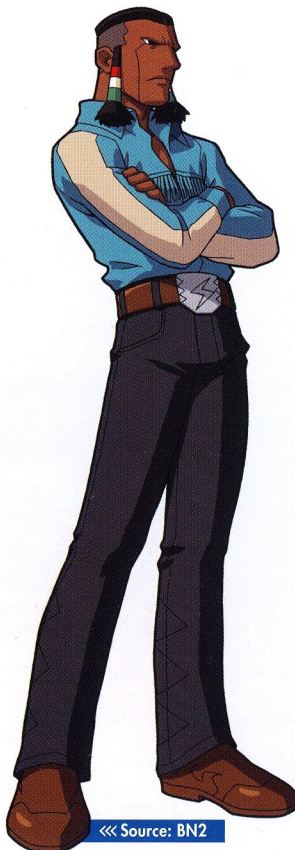


Though she is very beautiful, I gave her massive bags under her eyes to show that she is so tired, no amount of make-up could hide it. (Ishihara)

>>> Source: BN2

RAOUL

I went for a tribal look with Raoul. I like how the colors go together, with regard to both his clothes and his skin. (Kaji)



<<< Source: BN2

MS. MILLIONS

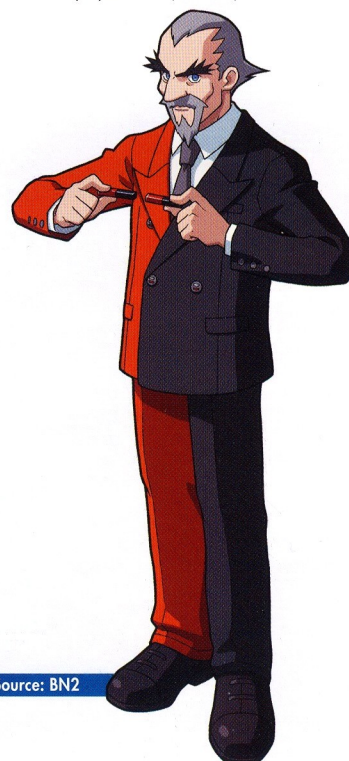
The extremely tall hat kind of turned Ms. Millions' design into a narrow and vertical one. I probably could have done more with the whole snake theme of her clothes... (Kaji)



<<< Source: BN2

GAUSS MAGNUS

I was imagining iron filings being affected by magnets when I drew those crazy eyebrows. (Ishihara)



>>> Source: BN2

REI' SAIKO

→ This was the point at which a new character designer joined our team, whose designs were so different from my simplistic ones that they added a whole new dimension to the cast. (Ishihara)



« Source: BN3

TAKEO INUKAI

→ Takeo is the owner of the zoo, yet he insists on wearing a fur vest. (Ishihara)



» Source: BN3

TAMAKO SHIRAIZUMI



» Source: BN3

MAMORU' URAKAWA

→ Mamoru's name is supposed to mean that he's the one protecting the cyber world. I think his naturally wavy hair is adorable. (Ishihara)



» Source: BN3

NOBORU' SUNAYAMA

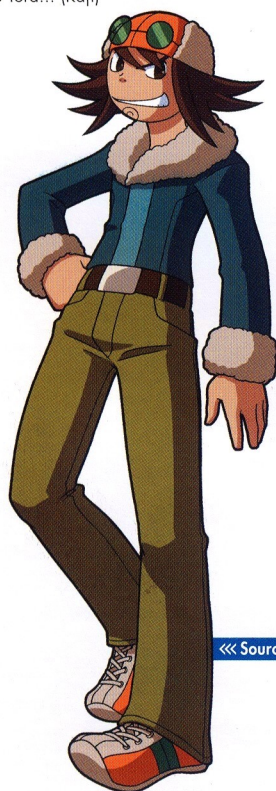
→ The idea that all television directors are superficial and frivolous is probably a common misconception, but that's the personality type I went with when designing Noboru. (Ishihara)



» Source: BN3

TORA

→ I drew Tora to be a sort of rough-around-the-edges kind of guy who would go around saying things like, "Don't sweat the small stuff!" That's the stereotype of the people from the Kansai area that I have in my head, and since Capcom is based in Osaka, I wonder if a lot of them are like Tora... (Kaji)



« Source: BN3

ANETTA

→ Since the whole nurse thing is supposed to be a disguise, I had Anetta kind of wearing the uniform wrong to make the player think she'd get caught sooner or later... but I'm not sure that came across as well as I had hoped it would in-game. (Ishihara)



« Source: BN3



« Source: BN4B

SHUKO KIDO

I based this character on one of the citizens of Kito Village in "Mega Man Legends 2" whose name is Shu, and that's how Shuko got her name. (Ishihara)

OTHER ILLUSTRATIONS



Source: Secrets of Rockman.EXE



» Source: BN6F

TENSUKE TAKUMI

I remember "Mr. Eguchi Famous" rejecting my designs for this character so many times. I drew up a whole bunch of different ones, and in the end he conceded that one of my early designs was the best. (Kaji)



» Source: BN4

TERRY JOMON

While drawing this character, I remember wanting his shirt for myself. I quite liked Terry, so I was sad to find out that he doesn't make an appearance in the anime. (Ishihara)



» Source: BN4

LILLY

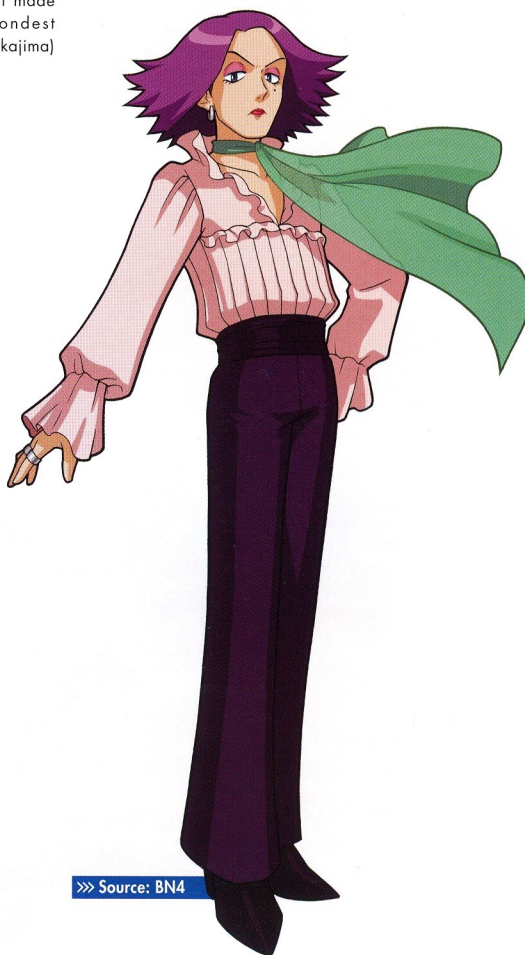
Lilly was the first human character I ever designed, so I had a very hard time just putting everything together into an image that made sense. As a result, some of my fondest memories involve my time with Lilly. (Nakajima)



» Source: BN4R

VIDDY NARCY

Narcy's real name is Hidenosuke Yamashita. (Nakajima)



» Source: BN4

ATSUKI HOMURA

It was all well and good when I gave Atsuki a hairstyle that looked like blue fire, but then I half-jokingly put in a request to add hair on his legs that looked like blue fire as well. My request was deemed "unnecessary," and was quickly denied. (Ishihara)



>>> Source: BN4

IVAN CHILSKI

>>> Source: BN4



>>> Source: BN5DS

RAIKA

The original designer was told to make sure Raika "looks like he is from Sharo" (a fictional country based loosely on Russia), and for some reason that meant spending a lot of time figuring out the bridge of Raika's nose. (Ishihara)



>>> Source: BN5DS



>>> Source: BN4R

BARYL

I had a hard time balancing "manly" with "haggard," and had to redo Baryl's design many times. I think I got it in the end, though. I still had to ask Ishihara to fix about 80% of the in-game portrait... The dog tag Baryl wears around his neck is not his own, but rather that of a comrade he lost on the battlefield. (Nakajima)



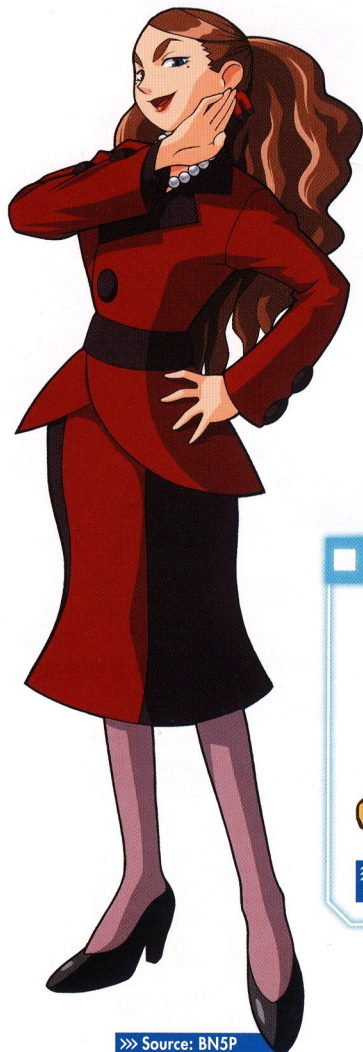
>>> Source: BN5C



>>> Source: BN5DS

TESLA MAGNUS

Tesla is a "Queen of Hearts" kind of character. I think her loud laugh makes her that much more in-your-face than most other prideful female characters, who tend to have a haughty but more reserved laugh. (Nakajima)

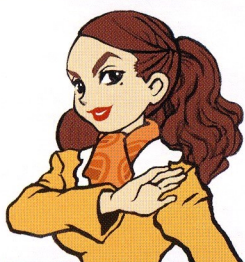


>>> Source: BN5P



>>> Source: BN5DS

OTHER ILLUSTRATION



>>> Source: Rockman.EXE Series Master Soundtrack

CHARLIE AIRSTAR

At the time I was designing Charlie, I was listening to a lot of Crazy Ken Band, so I'm sure that's where he got his hairstyle and sunglasses from. (Nakajima)

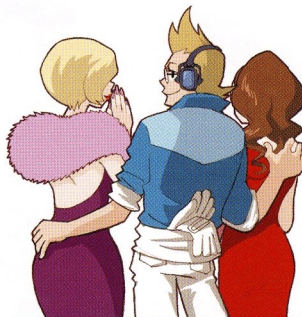


<<< Source: BN5DS



>>> Source: BN5P

OTHER ILLUSTRATION



>>> Source: Secrets of Rockman.EXE

DUSK

Since Dusk's actual origins are supposedly shrouded in mystery, I made sure his clothes were not of traditional Japanese design. (Ishihara)



>>> Source: BN5DS

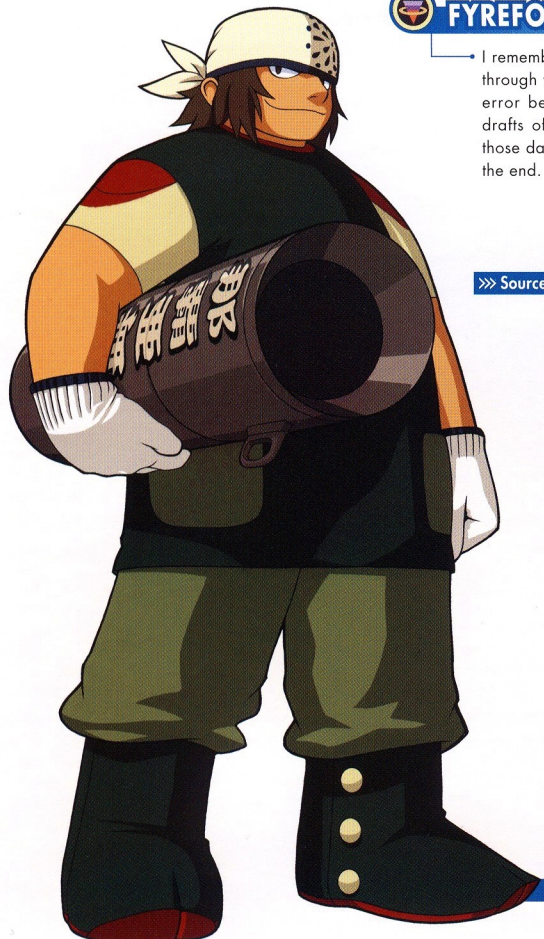


>>> Source: BN5C

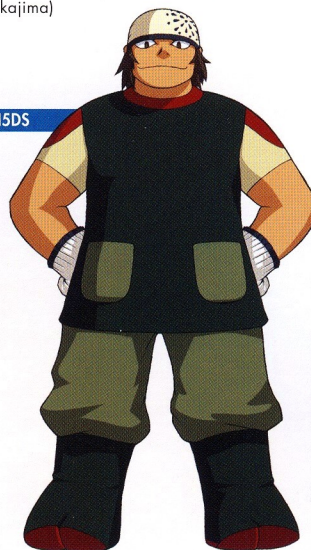
**FYREFOX**

107

I remember struggling with this character a lot. I went through what seemed like an eternal loop of trial and error before I got him just right. I think the early drafts of Fyrefox on Page 107 are pretty telling of those days. I'm glad he turned out looking all right in the end. (Nakajima)



>>> Source: BN5DS



<<< Source: BN5P

**DINGO**

108

I had a clear image in my head of how this character would sound and move. When I watched the anime and saw that he was exactly as I had pictured him, it made me quite happy. The roundness of his face was influenced by Ishihara's early design drafts. (Nakajima)



>>> Source: BN6F

>>> Source: BN5C

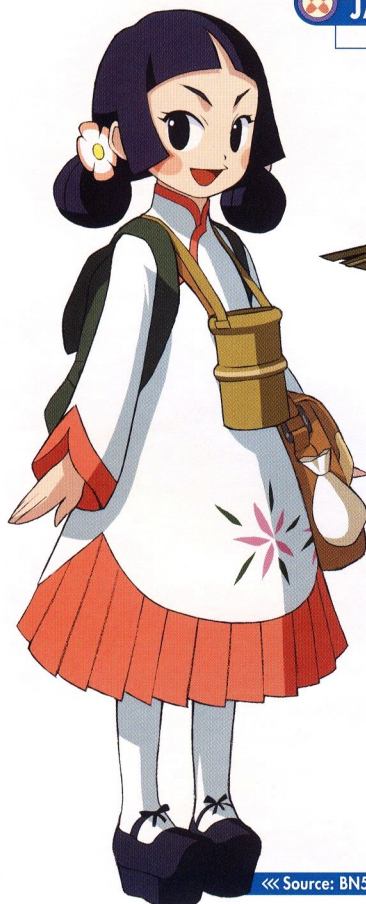


<<< Source: BN5DS

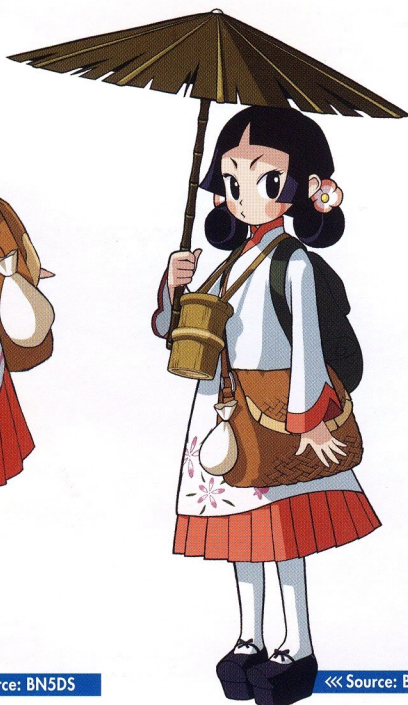
**JASMINE**

108

Jasmine's backpack, bamboo cantina, and oilpaper umbrella all label her as a country bumpkin fresh off the farm. I had images of the Orient, the mysteries of China, and an idea of a tiny village somewhere in the mountains going through my mind as I was drawing this character. (Nakajima)



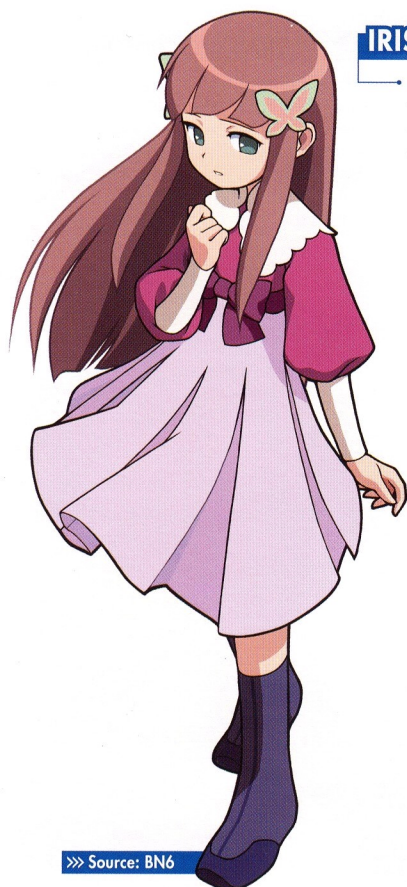
<<< Source: BN5DS



<<< Source: BN5P

OTHER ILLUSTRATION

>>> Source: Rockman.EXE Series Master Soundtrack



IRIS

→ Iris kind of had this ephemeral vibe going on, so I tried using some pale colors. I think the butterflies on either side of her head give a nice impression of this character. (Nakajima)

» Source: BN6

TAB

→ Tab wears socks with slippers because it apparently makes it easier for him to get to and from the shop. He's a bit of a geek, but he has a very cheerful and likable personality. (Nakajima)



» Source: BN6

MICK

→ To give the impression that Mick is a rough and wild kind of kid, his sleeves are rolled up and he wears sneakers without socks. (Nakajima)



» Source: BN6

JOE MACH



» Source: BN6

CAPTAIN' BLACKBEARD

→ The captain's most charming attribute is probably the way he has little beards growing out of either tip of his split chin. (Nakajima)



« Source: BN6

YUIKA

→ Since Yuika uses CircusMan, I decided she would probably like quirky things, especially when it comes to her fashion. (Nakajima)



« Source: BN6

OTHER ILLUSTRATION



» Source: Secrets of Rockman.EXE

This is an image of Joe and Baryl when they were in the Netopian military together. They were both still young at the time.

PAT FAHRAN

Having sharp knives in a bandana is a fashion statement that Pat can make because she is a professional. Don't try it at home, kids! (Nakajima)



>>> Source: BN6G

PROSECUTOR ITO

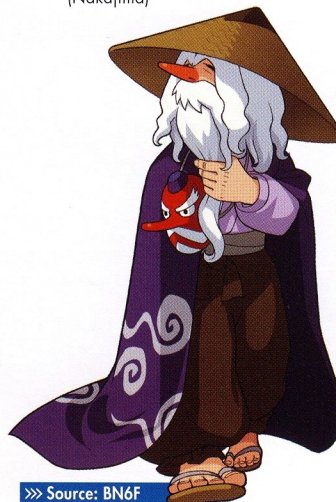
Prosecutor Ito has a perpetual smile on his face that gives him the appearance that he always has the upper hand and he knows it. The truth, however, is that his smile is just his poker face, and when things go awry, his facial expressions can get pretty scary. (Nakajima)



<<< Source: BN6

MASTER FENG-TIAN

I like Feng-Tian's scraggly hair and beard. His nose is also quite charming, though it is not quite as long as a tengu's. (Nakajima)



>>> Source: BN6F

VIC

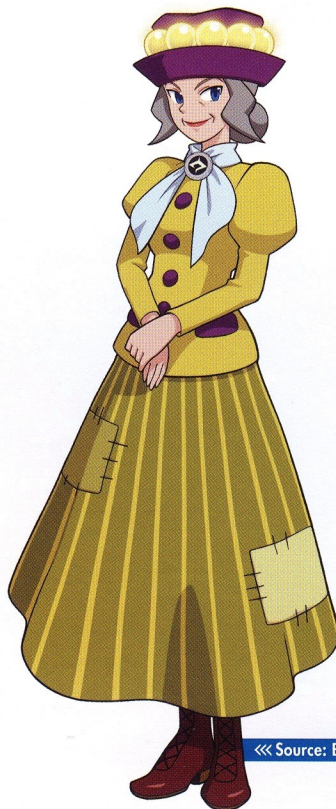
Looking at Vic now, I feel like I may have gone a little too far with regard to his face... I probably should have just made him into a normal, cool guy. (Nakajima)



<<< Source: BN6

ANN ZAP

Parts of her hair are shaped like lightning bolts. She is rather poor, as shown by the patches on her dress, but she always carries herself with dignity and has impressive posture. My idea for an umbrella with light bulbs on it was rejected (see page 111), but I liked it so much that I'd love to have one for myself. Her real name is Ann Electel. (Nakajima)



>>> Source: BN6G

DARK SCYTHE

To give off that slightly creepy vibe, the color of his eyebrows is somewhat faded. If I saw an elementary school student who looked like this, I think I'd be pretty creeped out. (Nakajima)



>>> Source: BN6G

MOLIARTY

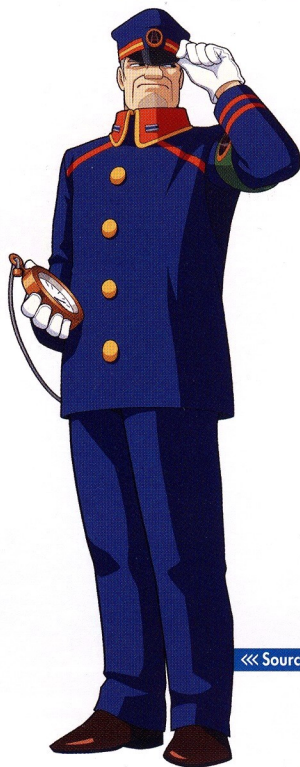
The themes for this character's design were drills and moles. As with Fyrefox, I came to like this character more and more as I worked on him. (Nakajima)



» Source: BN6F

AL FERRY

Al is not the most articulate guy, so he may not say much, but he tends to express himself through the way he adjusts his hat. Though I suppose that is actually a much more complex method of communicating... (Nakajima)



« Source: BN6G

MR. PRESS

Mr. Press is a happy and friendly foreigner. I'm not sure what I was thinking with that hat, though. Now that I'm looking at him, I wonder if it would have been funny to give him a chonmage or sumo hairstyle. (Nakajima)



» Source: BN6F

KAI TODOROKI

Kai wears a towel wrapped around his head to look more like his hero, Lan. Kai was actually on the bus in BN1. (Ishihara)



» Source: BCC



» Source: BCC

MARY TOWA

Mary is a half-Japanese girl who has come home to Japan. I was told this character was supposed to be rather shy, but I was so excited at the idea of a new character that I designed her to be quite the extrovert. She has very sharp-looking eyebrows, which is pretty rare in the BN series. (Ishihara)



» Source: BCC



« Source: BCC

MR. HAT

I used an archetypal magician design for Mr. Hat. (Nakajima)



Source: EXEPoN

**SHUUCHI EBOSHI**

Shuuchi is a shy and timid boy who will sometimes do extreme things just to get attention from his father. (Nakajima)



Source: EXEPoN



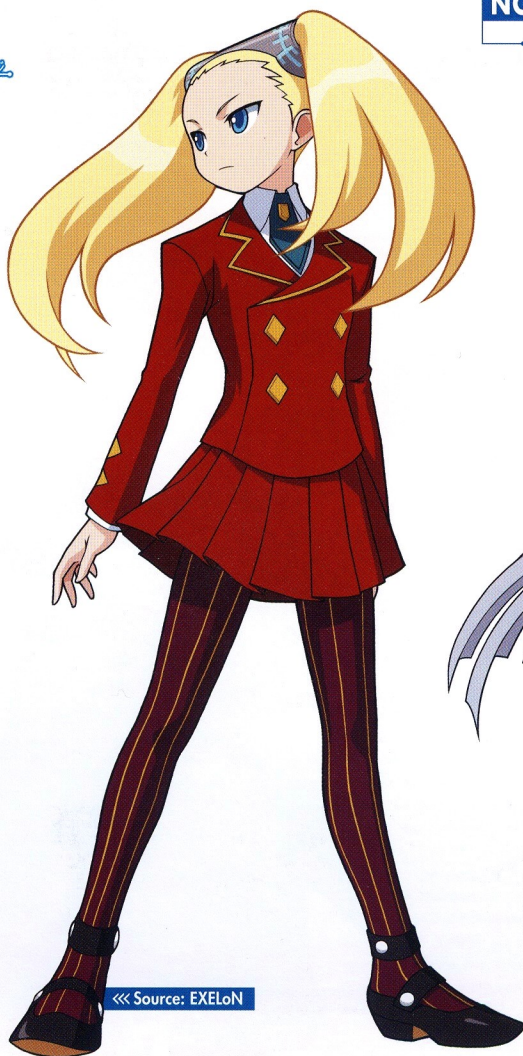
Source: EXEPoN

**SHERRICE**

Sherrice's hair accessory is designed to look like an ancient artifact. She follows Nobody's orders without question, so she is pretty expressionless for the most part. She looks a bit like Luna from the Star Force series, but any similarities in character design were not intentional. (Nakajima)



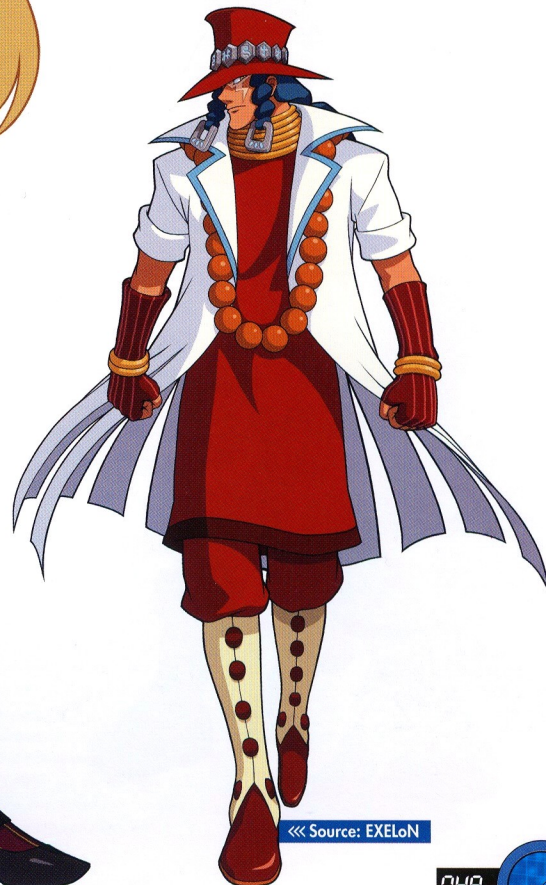
Source: EXELoN



Source: EXELoN

NOBODY

Nobody feels a strong attachment to his origins, so I decked him out in ancient artifacts. He has a rather dark personality, and I was afraid that a regular white lab coat would make him seem "too clean," so I cut up the hem of his lab coat. (Nakajima)



Source: EXELoN

MEGAMAN

Everyone knows that Mega Man's color is blue, but I wanted to see if I could add more colors while keeping some of his blue intact. Getting Inafune's approval was tough. I tried many things to make him different from all the previous Mega Mans, like making his feet smaller and changing the colors of his suit, so I was terribly nervous every time I submitted a draft for approval. In the end, I was allowed to go with a lot of my own ideas. (Kaji)



« Source: BN1



« Source: BN5



» Source: BN1



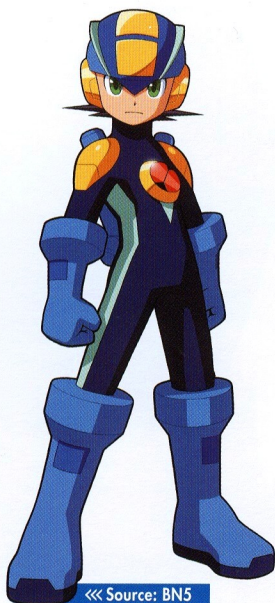
« Source: BN1



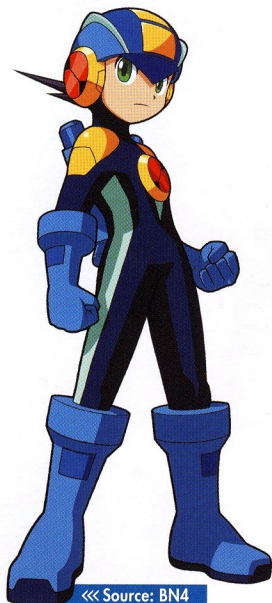
« Source: BN2



« Source: BN2



« Source: BN5



« Source: BN4



» Source: BN4



» Source: BCC



» Source: BN4



« Source: BN4

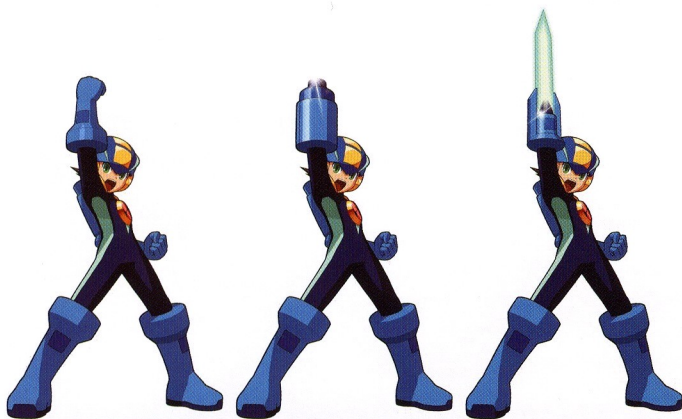


« Source: EXE4.5

I really like this piece from EXE4.5! I remember the schedule was so tight when I was working on this piece, but since it was the image the player would be looking at to see their partner, I spent a lot of time and attention on getting the little things right, like the overall balance and the emotion being conveyed. I ended up working on it right up to the very last moment before the deadline. Looking at it now, I am quite satisfied with how it turned out. (Komaki)



» Source: EXEOSS



Source: BN5DS



Source: Illustration for award certificate



Source: BN5DS



Source: EXE4.5



Source: BN3

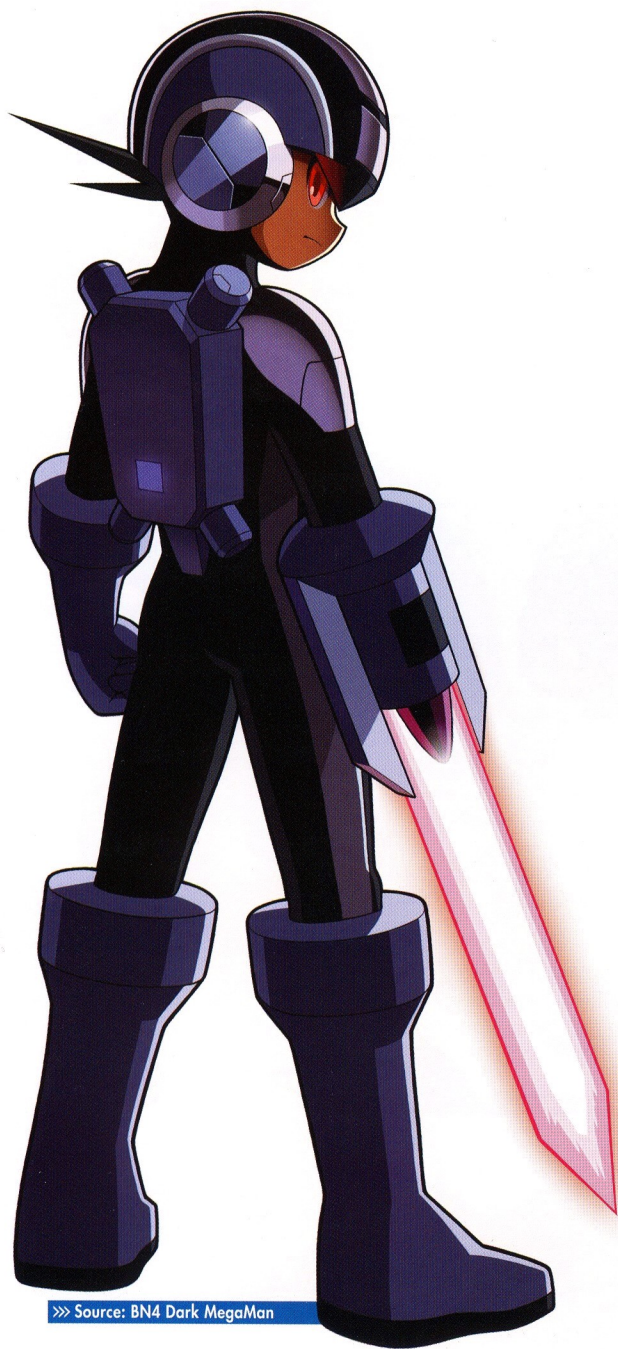
ILLUSTRATIONS FOR E-CARDS



OTHER ILLUSTRATION



Source: Secrets of Rockman.EXE



» Source: BN4 Dark MegaMan



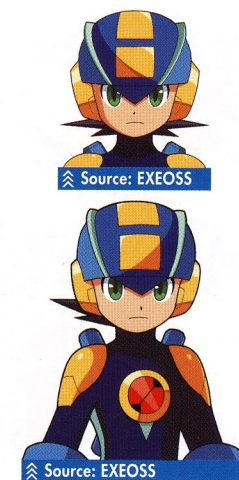
« Source: EXEOSS



» Source: EXEOSS



» Source: EXEOSS



» Source: EXEOSS

» Source: EXEOSS



» Source: EXEOSS

CHIP ILLUSTRATIONS



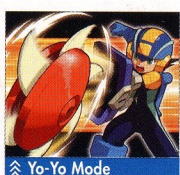
» Cannon Mode



» Sword Mode



» Cannon Ball Mode



» Yo-Yo Mode



» Drill Arm Mode



» Element Mode



» Anti Damage



» Static



» Wind Racket



» Volcano



» Mega Man (for GP)



» Invisible



» Buster Up



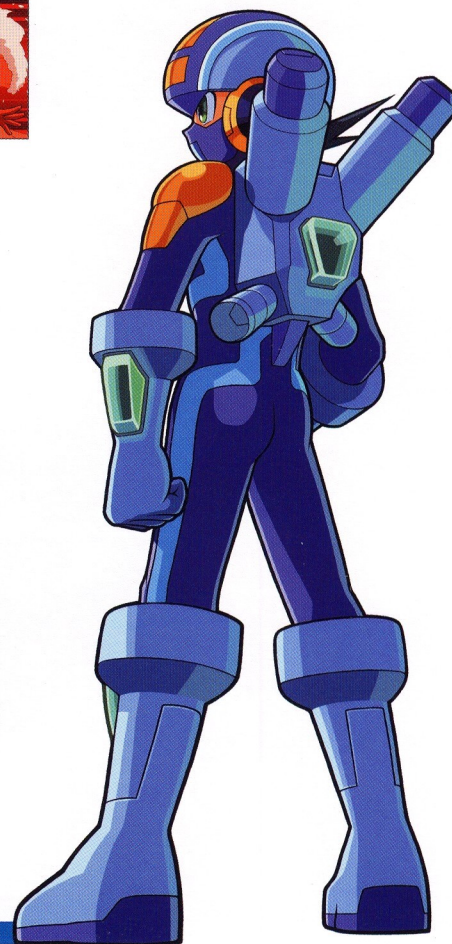
» Slasher

STYLE CHANGE

→ This is MegaMan's first method of transformation in the Battle Network series. For the Style Change designs, we first decided which part would be the main focus of each style (i.e. the arm for the Guts Style, the shield for the Shield Style, etc.), and built the main body around that part. The talented people over at the design studio did most of the work on these, and all we really had to do was send over detailed requests outlining what we wanted. They all turned out looking quite smart. (Ishihara)



« Source: BN2 Guts Style



» Source: BN2 Custom Style



« Source: BN2 Brother Style



» Source: BN2 Shield Style

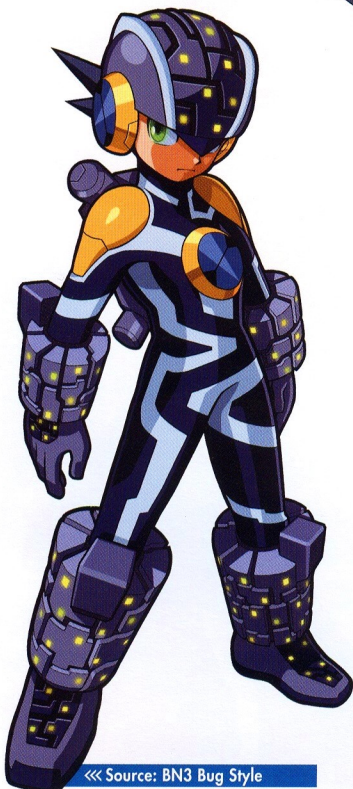


» Source: BN2 Hub Style

» Source: BN3W Ground Style



» Source: BN3B Shadow Style



« Source: BN3 Bug Style



» Source: BN3B



» Source: BN3B

SUPPORT UNITS AND PROGRAM



» Tango

Tango's a pretty crazy fella. He has a roll of bandages sitting on his head. (Ishihara)



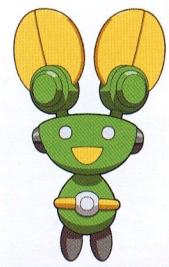
» Rush

Since the design seemed to fit in well, we used an old design that was intended for "Mega Man Legends 2." (Ishihara)



» Beat

Did anyone even notice he was in the game...? (Ishihara)



» Program

These guys are just single-function programs that don't have what it takes to be full-fledged Navis. Still, their quirky dialogue made them very memorable characters. (Ishihara)



«BN4R Wind Soul



«BN4R Guts Soul



»BN4R Roll Soul



«BN4R Fire Soul



«BN4R Search Soul



»BN4R Thunder Soul

DOUBLE SOUL

Designing the Navis was quite fun, but it was even more fun trying to figure out how to meld the Navis with MegaMan. Some of the designs got a little crazy, but I really like how they all turned out. We wanted to avoid simply pasting the Navis onto MegaMan's body, as that would just be a form of cosplay. Instead, we went back to the root elements of each Navi to design forms that represent both the Navi and MegaMan. The Roll Soul was probably the hardest, as her physical form was very similar to MegaMan's to begin with, so we had to consider how best to represent Roll in the new form. As for the Chaos Unisons, we were really running short on time, so we teamed up with the design studio to come up with "dark" color variations of each form. We colored them in and sent them off. It really was that quick. (Ishihara)



««BN4B Aqua Soul



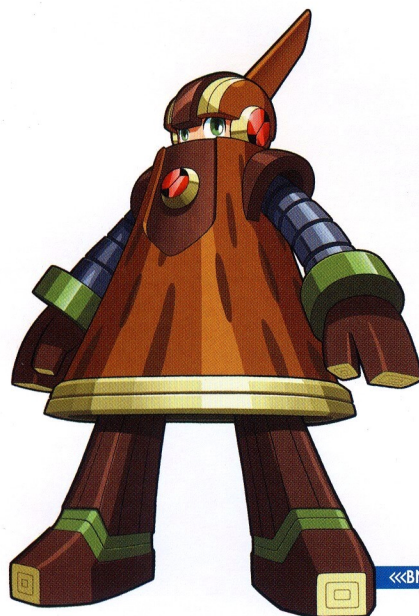
««BN4B Junk Soul



««BN4B Metal Soul



»»BN4B Proto Soul



««BN4B Wood Soul



»»BN4B Number Soul





>>>BN5P Proto Chaos



>>>BN5P Proto Soul



>>>BN5P Magnet Soul



<<<BN5P Gyro Chaos



>>>BN5P Gyro Soul



<<<BN5P Magnet Chaos

>>>BN5P Meddy Soul



<<<BN5P Meddy Chaos



>>>BN5P Search Soul



<<<BN5P Search Chaos

>>>BN5P Napalm Soul



<<<BN5P Napalm Chaos



« BN5C Number Chaos

« BN5C Number Soul



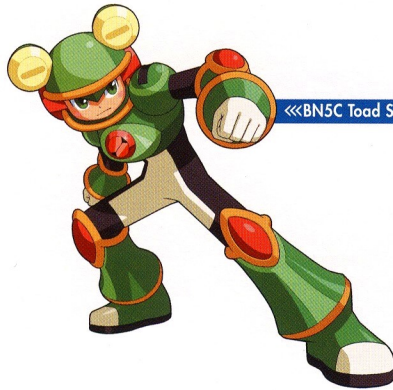
« BN5C Knight Chaos



» BN5C Knight Soul



« BN5C Toad Chaos



« BN5C Toad Soul



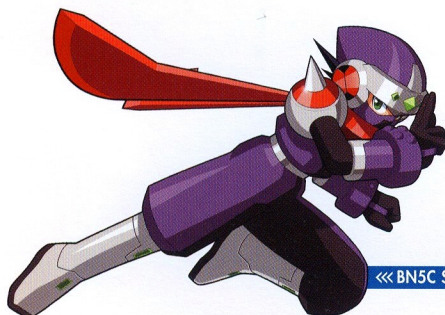
» BN5C Colonel Chaos



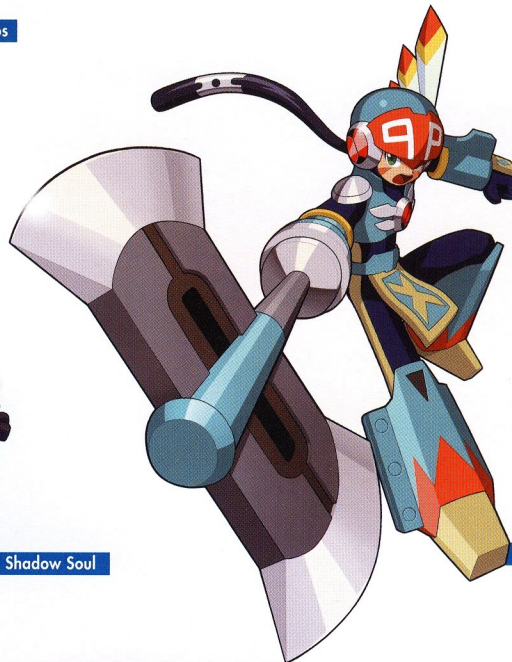
« BN5C Colonel Soul



« BN5C Shadow Chaos



« BN5C Shadow Soul



« BN5C Tomahawk Soul



» BN5C Tomahawk Chaos



BASS CROSS

→ This design did not take long, but the problem came when we were trying to decide what color variation to use for the alternate version. At first, we tried some flashy colors, but it seemed to stray further away from the image of Bass that we have, so we ended up agreeing on gold and silver. I think this form looks so cool, especially the area around the eyes and the tattered scarf. (Ishihara)

« Source: BN5



» Source: BN5

SOL CROSS

→ This form was influenced by the character Master Otenko from the game "Boktai: The Sun is in Your Hand." (Ishihara)

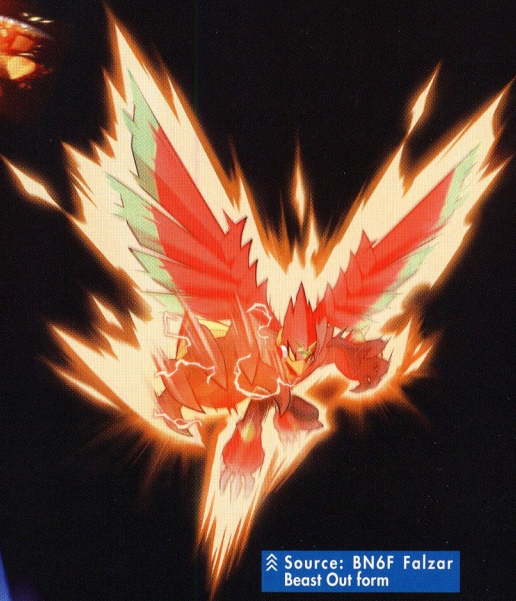


» Source: BN5DS

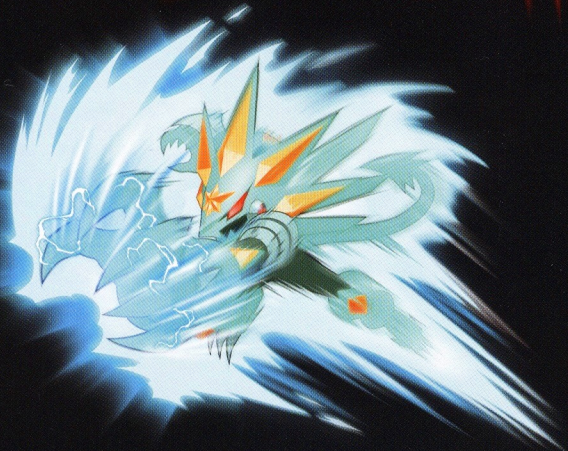




Source: BN6F



Source: BN6F Falzar
Beast Out form



Source: BN6G Gregar Beast Out form



Source: BN6G

CROSS

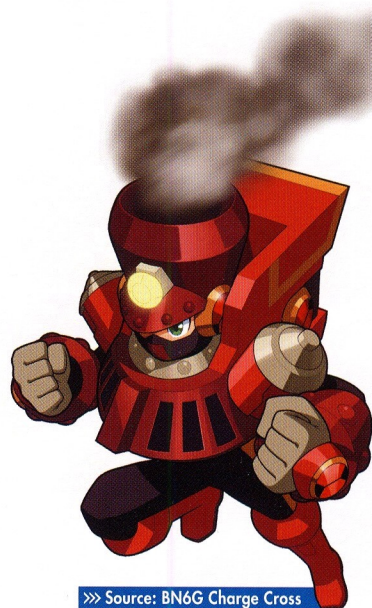
The basic idea behind these designs was the same as it was for the Double Souls, but leaving the lower half of the body plain let us get through these designs much faster. (Ishihara)



<<< Source: BN6G Erase Cross



<<< Source: BN6G Elec Cross



>>> Source: BN6G Charge Cross



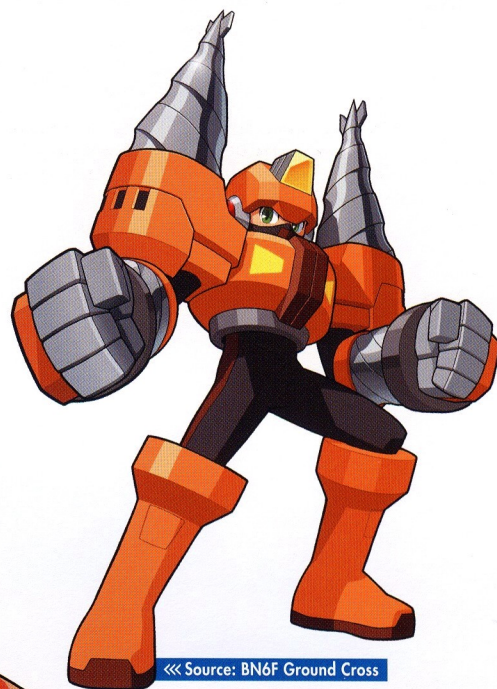
<<< Source: BN6G Slash Cross



>>> Source: BN6G Heat Cross



« Source: BN6F Tomahawk Cross



« Source: BN6F Ground Cross



» Source: BN6F Tengu Cross



« Source: BN6F Aqua Cross



» Source: BN6F Dust Cross

In Mega Man Battle Network 6: Cybeast Falzar, the Aqua Cross and Aqua Beast forms and their originating Navi, AquaMan, were erroneously called "Spout Cross," "Spout Beast," and "SpoutMan" in-game. For continuity's sake, we have preserved the original, correct names in this book.



» Source: BN6G Elec Beast



» Source: BN6G Heat Beast



« Source: BN6G Slash Beast

CROSS BEAST

• We used the Cross forms as a base, and tweaked them to make them more beastly. (Ishihara)



« Source: BN6G Charge Beast

» Source: BN6G Erase Beast

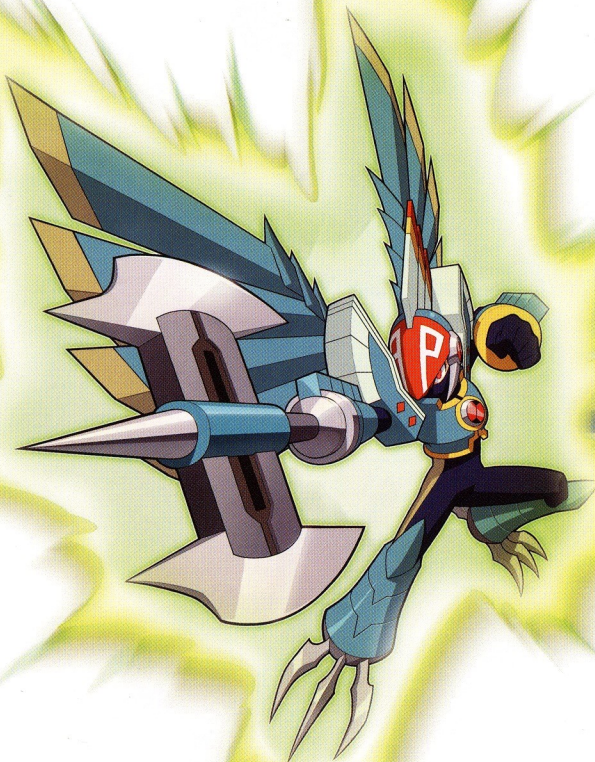




« Source: BN6F Dust Beast



» Source: BN6F Aqua Beast



« Source: BN6F Tomahawk Beast



« Source: BN6F Tengu Beast



» Source: BN6F Ground Beast





« Source: BN5DS

PROTOMAN

The early ProtoMan had a scarf to make him extra cool, but we had a rule for the Battle Network series that forbade us from using cloth on any of the Navis to ensure that we gave off a cyber vibe. For this reason, we decided to give him what looks like long flowing hair to make up for the missing scarf. It's not real hair, of course, as in there are no individual strands, and it's just one big clump. We knew that having a Navi hold a sword in a normal fashion would be rather boring, so we built the sword right onto his arm. Having such a sword would be rather impractical for a human, as they would not be able to move their wrist, but I guess that isn't as much of a concern for Navis. (Ishihara)



« Source: BN1



« Source: BN4



« Source: BN2



» Source: EXE4.5

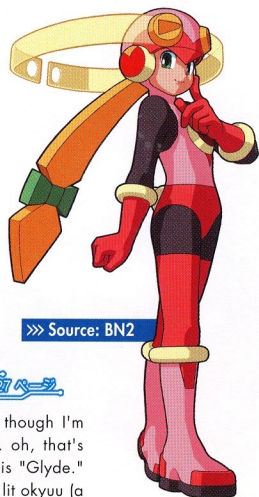
ROLL

I gave Roll a bit more sex appeal initially, but when the director saw my drafts he said, "I think Roll would feel embarrassed looking like that. I would feel terrible for making her appear in a way she wouldn't feel comfortable." His comment was so sincere that I instantly felt ashamed (though the design was not overly inappropriate or anything). So I brought in more of the flavor she had in the old NES series. (Kaji)

OTHER ARTWORK



Source: Rockman.EXE Series Master Soundtrack



Source: BN2



Source: EXE4.5



Source: BN1

GLYDE

Glyde is sort of a butler type, though I'm not sure why I added wings... oh, that's right, it was because his name is "Glyde." His Navi mark is an image of a lit okyuu (a burning substance used in a Chinese healing technique). (Ishihara)



Source: BN1



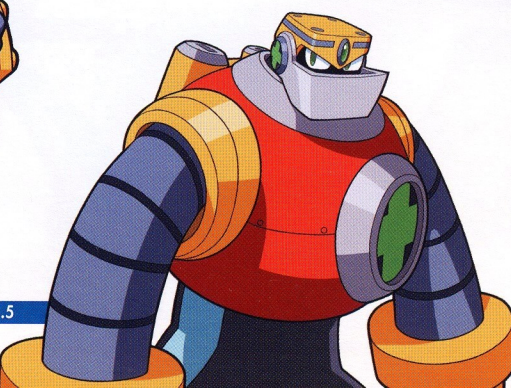
Source: BN1



Source: BN2

GUTSMAN

The overall design for GutsMan was settled quite early, but we had some trouble deciding on a color for him. I submitted a few different variations, and in the end we went with this fairly obvious color. (Kaji)

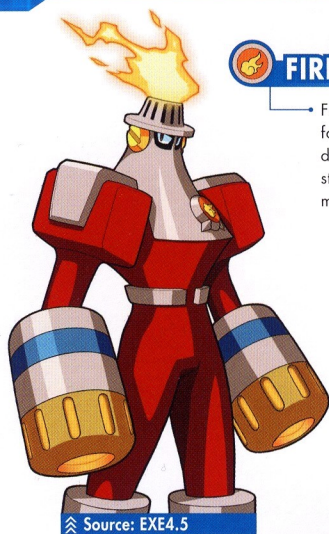


Source: EXE4.5



FIREMAN

FireMan looks all right in general, but the fact that he has very few parts makes it difficult to balance him out when he is striking a pose. I'm sorry I didn't make him more complex... (Kaji)

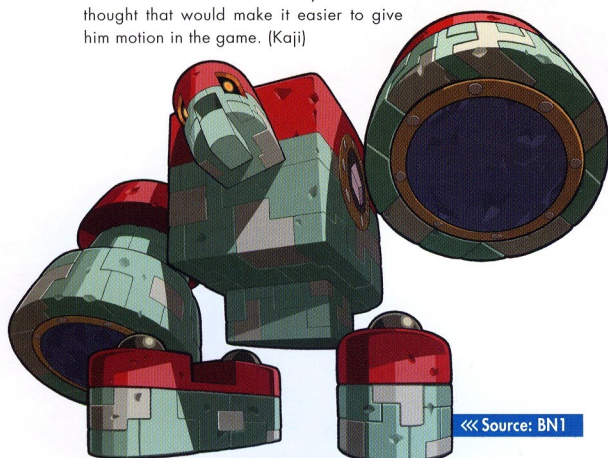
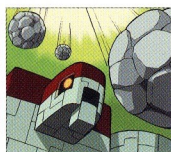


Source: EXE4.5

Source: BN1

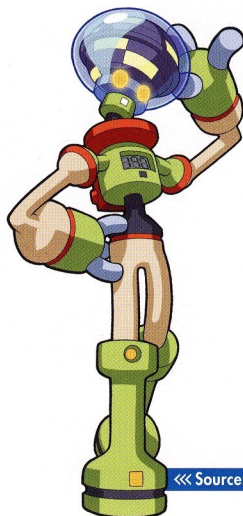
STONEMAN

To give StoneMan more surface area, I went with a distinctly non-humanoid form for him, though that is quite rare in the Mega Man series. I left his arms and legs detached from his main body because I thought that would make it easier to give him motion in the game. (Kaji)



Source: BN1

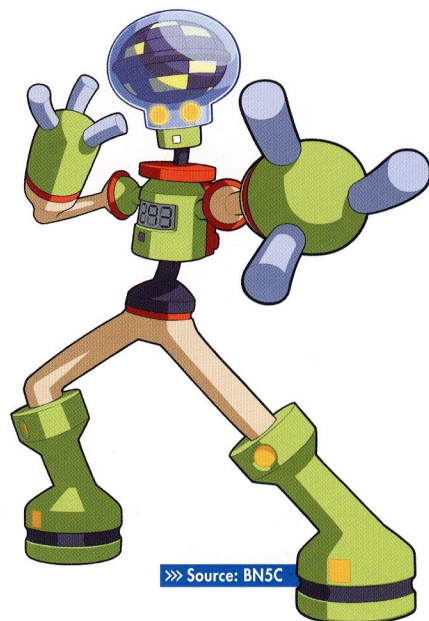
Source: EXE4.5



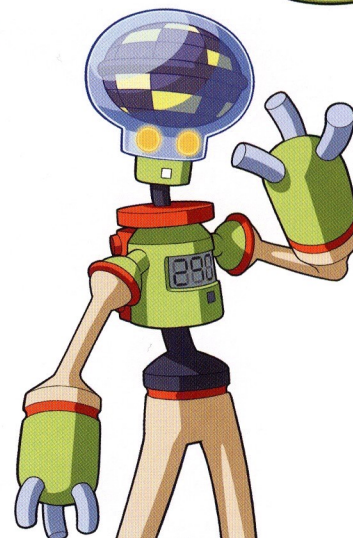
Source: BN1

NUMBERMAN

I based NumberMan's design and color on bean sprouts... though I'm not sure why we're convinced that bean sprouts make you smarter. (Ishihara)



Source: BN5C



Source: EXE4.5

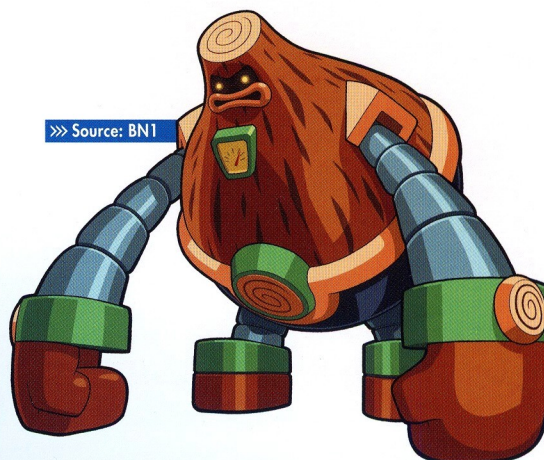
OTHER ARTWORK



Source: Rockman.EXE Series Master Soundtrack

WOODMAN

WoodMan's design came together pretty quickly. I took the various parts designed by other people and combined them to make the character you now see before you. As with the NES version, I like how simplistic WoodMan's design is. (Kaji)



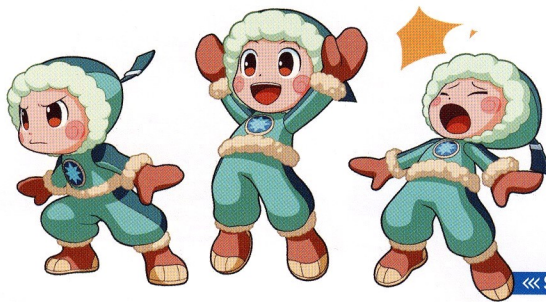
Source: BN1

ICEMAN

As with the NES version, IceMan looks like he's just a little dude. IceMan, ToadMan, and BubbleMan make an adorable set of brothers. I love 'em! (Kaji)



Source: EXE4.5



Source: EXE4.5



Source: BN1

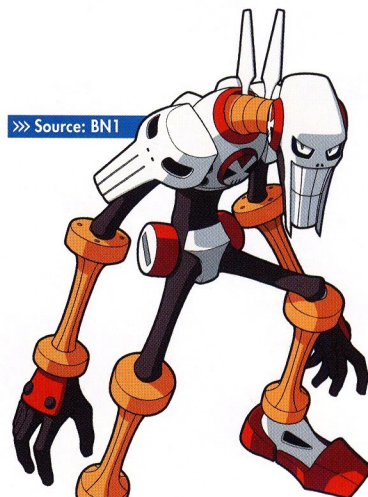
COLORMAN

I'm not sure why I made ColorMan look like a clown... I guess because clowns are colorful? (Ishihara)



Source: BN1

Source: BN1



SKULLMAN

If I recall correctly, SkullMan's design was finished even before MegaMan's was. Working on a character whose theme is so well established is much easier than characters with broader themes. I put careful thought into what his silhouette would end up looking like. (Kaji)



Source: EXE4.5



ELECMAN

I gave ElecMan a lot of shapes and styles that I was personally into at the time. He is probably one of the most memorable Navis for me. (Ishihara)



Source: BN1

SHARKMAN

SharkMan is one of the few Navis who is based on an animal. While designing SharkMan, I envisioned a guy in a shark costume. (Ishihara)



>>> Source: BN1

BOMBMAN

I wanted BombMan to look like he could withstand the force of his own explosives, so I added a block pattern to some of his parts. (Ishihara)



>>> Source: BN1



MAGICMAN



>>> Source: BN1



PHARAOHMAN

To save game resources, I designed PharaohMan to be a character that wouldn't need to move around much. I think it's okay for us to get away with one character like this... (Kaji)

<<< Source: BN1



SHADOWMAN

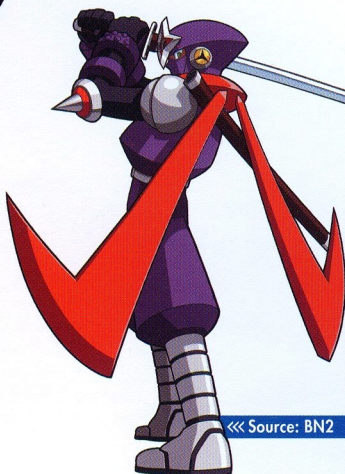
I took a ninja and BN-fied him. Easy as that. (Ishihara)



>>> Source: BN1



<<< Source: BN5C



<<< Source: BN2



>>> Source: EXE4.5



CUTMAN

→ CutMan loves himself so much, he has a big "C" on his torso. (Ishihara)

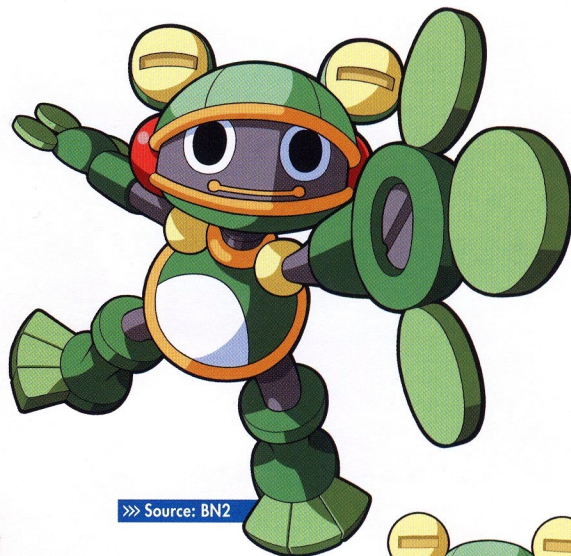


« Source: BN2



TOADMAN

→ The lights on ToadMan's head look like eyes, but his real face is hidden inside the "mouth" of the frog head. The basic design concept for this ToadMan is the same as it was for the version from the NES series. Since his operator is a girl, I made him look like a cute little mascot. (Kaji)



» Source: BN2



» Source: BN5C

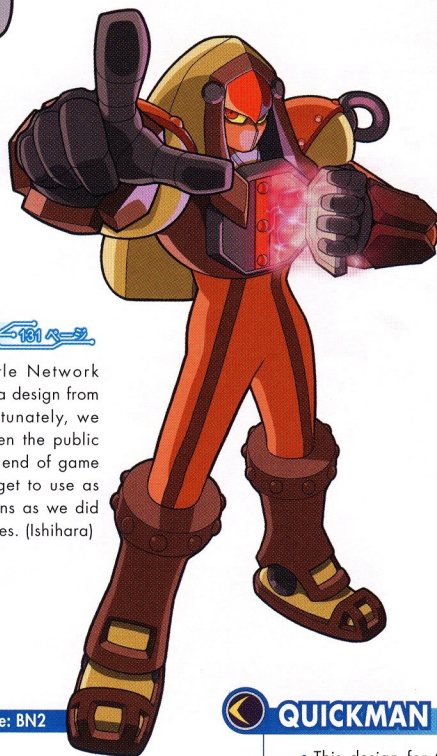


GATEMAN

→ GateMan is the first Battle Network character that was based on a design from a public submission. Unfortunately, we never had much time between the public submission deadline and the end of game development, so we didn't get to use as many of the public submissions as we did for the classic Mega Man series. (Ishihara)



» Source: BN2



QUICKMAN

→ This design for QuickMan is quite similar to his design in the original "Mega Man 2." The boomerang on his forehead is simple yet so iconic; there really is no way to improve upon it. (Ishihara)



» Source: BN2

AIRMAN

→ I based this design on an American product from the '60s. (Ishihara)



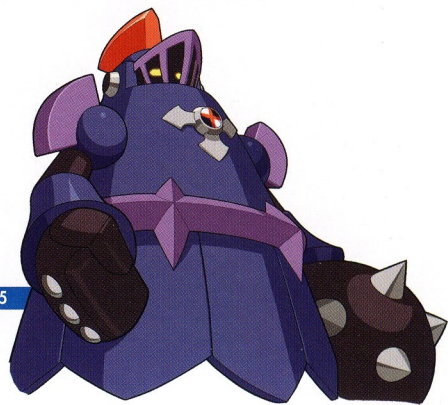
« Source: BN2

KNIGHTMAN

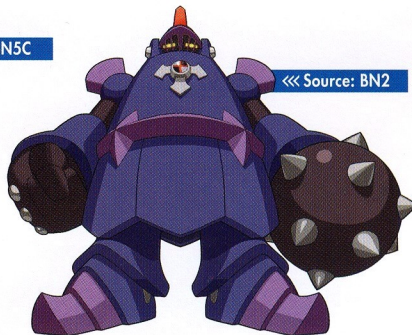
A loyal, honest, and kind old knight. I was asked to make a large character, and this is what I cranked out. (Ishihara)



>>> Source: EXE4.5



<<< Source: BN5C



<<< Source: BN2

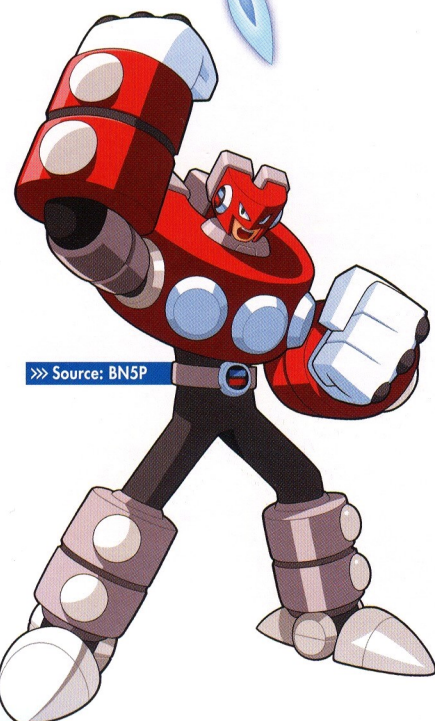


SNAKEMAN

To emphasize the snake theme, I have SnakeMan coming out of a vase. (Ishihara)



<<< Source: BN2



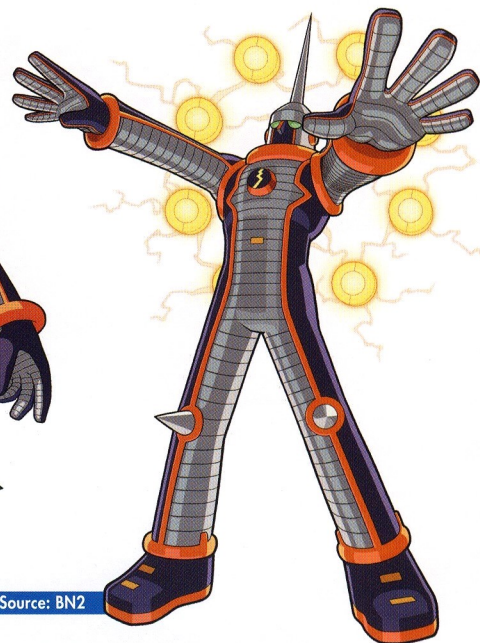
>>> Source: BN5P

THUNDERMAN

I was going for an older, less flashy look for ThunderMan. His operator is a Netopian, but for some reason the floating ring at his back has a distinctly Eastern "Thunder God" flavor. (Ishihara)



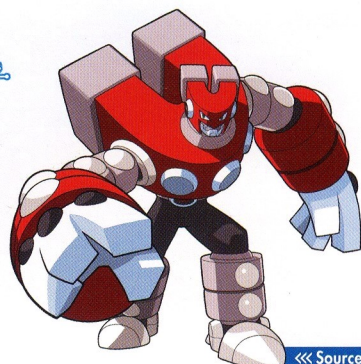
>>> Source: EXE4.5



>>> Source: BN2

MAGNETMAN

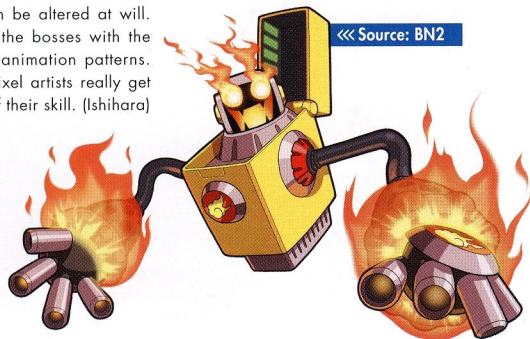
MagnetMan is wearing a face guard, which is unusual for all but the main character Navis. (Ishihara)



<<< Source: BN2

HEATMAN

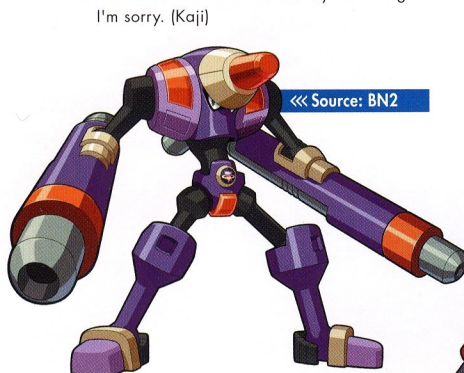
I kept HeatMan's Zippo body, and went with a scary-but-cute approach. There are flames coming out of his hands, and their size/shape can be altered at will. HeatMan is one of the bosses with the greatest number of animation patterns. Flames are where pixel artists really get a chance to show off their skill. (Ishihara)



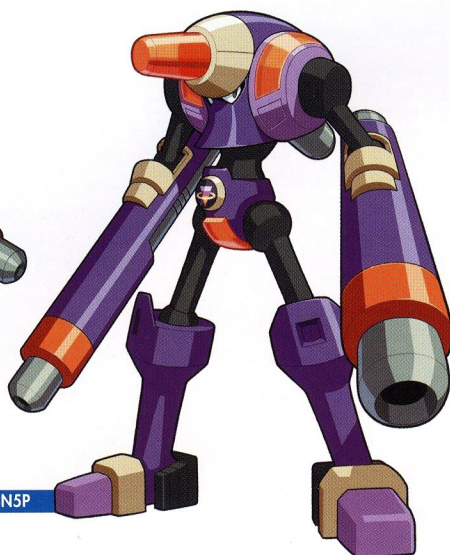
Source: BN2

NAPALMMAN

NapalmMan's design was pretty complete with the NES version, so I just tweaked the balance a bit. He is kind of awkwardly three dimensional, and I imagine many of the illustrators were confounded by this design... I'm sorry. (Kaji)



Source: BN2



Source: BN5P

FLASHMAN

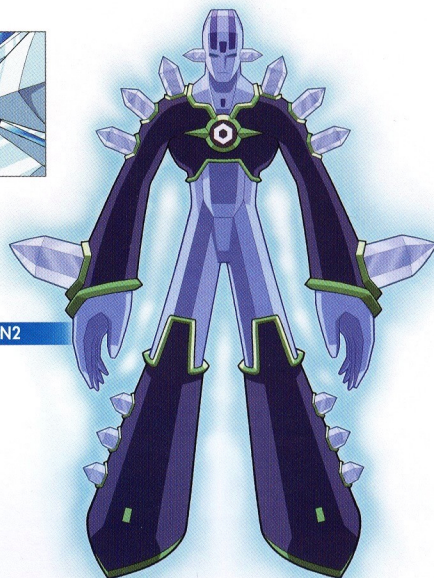
I started off with a simple yet intriguing design, then further BN-fied it. I wanted to have him grabbing his shoulder and pulling a part off, so I put balls of light on his shoulders. It probably doesn't matter, but I thought I'd point out that the indentation on his chest looks like someone pressed their thumb into him. (Ishihara)



Source: BN3

FREEZEMAN

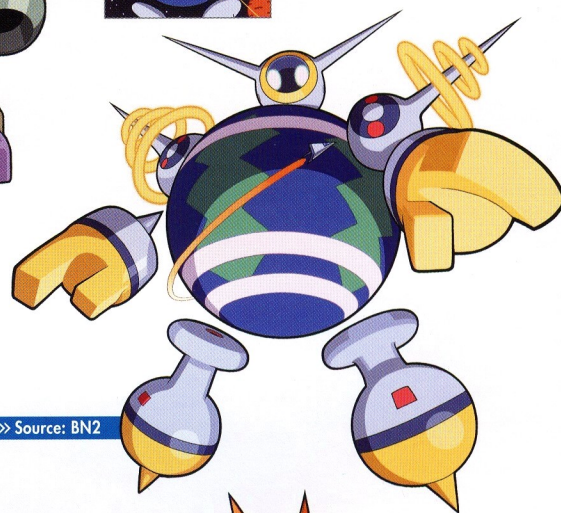
I like the numerous edges on FreezeMan's body. I spent a lot of time on the ice pillars in his frozen mode (see page 132) for some reason. (Ishihara)



Source: BN2

PLANETMAN

I actually submitted this face for CutMan, but it was rejected, so I used it on PlanetMan instead. He looks like he's wearing a space suit. (Ishihara)



Source: BN2

BEASTMAN

I noticed that most of our boss characters don't necessarily look like bad guys outright. So with BeastMan, I went for a pointy, jagged, and thoroughly beastly look. (Ishihara)



Source: BN3



METALMAN

I adjusted the location of the rings on either side of his body, but also took the time to ensure that he still looked like an awesome and righteous guy that kids could idolize. The blade tips on his forehead look like bangs. (Ishihara)



Source: EXE4.5



Source: BN3

BUBBLEMAN

I love cute designs, so I remember having a ball with BubbleMan. Even his speech habits are cute. His in-game portraits are especially cute, but he actually has a pretty bad attitude... (Kaji)



Source: BN3

PUNK

Punk was apparently one of Inafune's personal favorites in the original Mega Man series, so he actually provided us with a reference image that he drew himself. (Ishihara)



Source: BN3B

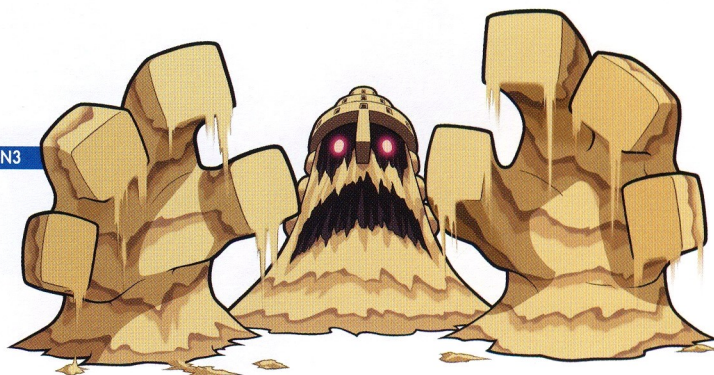
KINGMAN

I emphasized the chess piece look for KingMan. (Ishihara)



Source: BN3

DESERTMAN



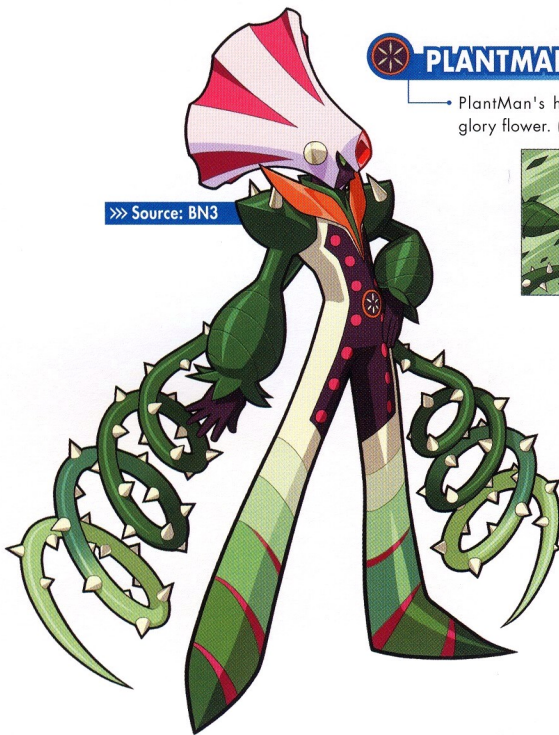
Source: BN3

PLANTMAN

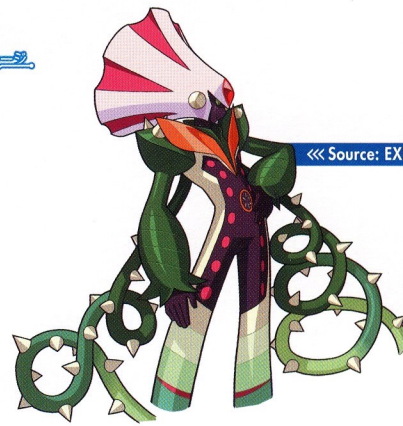
→ PlantMan's head is a morning glory flower. (Ishihara)



» Source: BN3

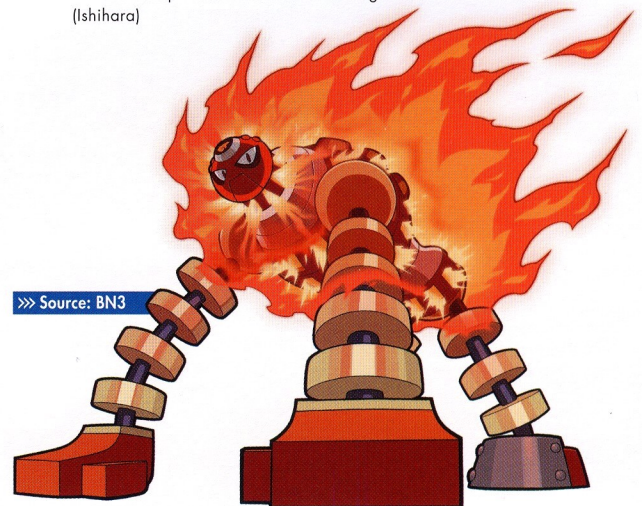


« Source: EXE4.5



FLAMEMAN

→ You can see an early FlameMan design on page 134, for which I simply took the old design from the original Mega Man series and BN-fied it a bit. In the end, though, I think I prefer this design, which looks like a ball of fire sprouted some arms and legs. (Ishihara)



» Source: BN3

DRILLMAN

→ Violent and stupid, with a distinct lack of a sense of humor. That pretty much sums up DrillMan. He was insanely violent in the game. (Ishihara)



» Source: BN3

BOWLMAN

→ I love BowlMan's powerful color combination. I doubt I would have come up with a color scheme like this. (Ishihara)



« Source: BN3B

MISTMAN

→ The lines of his head/neck look so good. The design of the lamp was so unique, we barely had to make any changes. (Ishihara)



« Source: BN3W



« Source: BN3 »

SERENADE

Serenade is a Navi that represents light, and is the complete opposite of Bass. His main color is white, and I chose colors for his skin and clothes that would add to his divine mystique. Serenade always has a slightly smug smile on his face, and his Navi mark actually stands for a certain word. (Ishihara)



OTHER ILLUSTRATIONS



« Source: Rockman.EXE Series Master Soundtrack »

DARKMAN

I had someone from the design studio work on this character design. DarkMan wears a unique cloak that demands attention. (Ishihara)



« Source: BN3 »

SHADEMAN

This guy looks straight up evil. I had an image of Nobunaga Oda in my mind while I was designing him. (Ishihara)



« Source: BN4 »



» Source: BN5DS



« Source: BN3 »

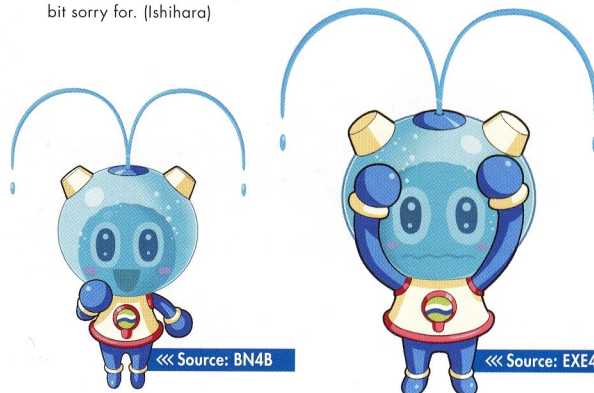
JAPANMAN

Since many of the bosses were leaning towards warm colors, I wanted to use a cold color for JapanMan. You don't see light blue samurai armor very often, but I think it looks quite fresh and cool. (Ishihara)



AQUAMAN

At first, I pretty much just used AquaMan from the original Mega Man series, but all of my design submissions kept getting rejected. I was at a loss, so I totally changed his appearance, and it was approved right away. The little fountain of water coming out of his head (which sorta has the same visual effect as him wetting himself...) and the fact that his face is sunk inside water both make him an adorable character that you can't help but feel a bit sorry for. (Ishihara)



« Source: BN4B »

« Source: EXE4.5 »

TOPMAN

There's nothing wrong with having an old geezer Navi! At least, that was my reasoning when I created TopMan, a stubborn and entirely eclectic old man. When TopMan swings his cane really hard, it unravels to become a rope which he can then wrap around his body to spin himself like a top. (Ishihara)



Source: BN4



OTHER ARTWORK



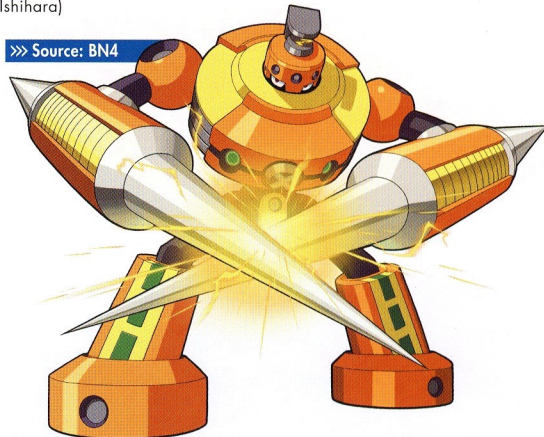
Source: Rockman.EXE Series Master Soundtrack

SPARKMAN

From the spark plug atop his head to the pointed arms, a lot of this SparkMan design was taken straight from the version in the original Mega Man series. When Inafune's child (who was in elementary school at the time) saw this design he said, "Ishihara did good!" After that point, we were given instructions to design more characters that have that bulky, armored look rather than the thinner characters who look like they're wearing full-body leotards... though I'm sure the two things are completely unrelated. (Ishihara)



Source: BN4



VIDEOMAN

I know I'm just being nitpicky, but I deliberately switched the shoulder with the red mark on it to VideoMan's left side so that it would be visible on the screen. Then I found out that it's on the opposite side anyway when he gets summoned... (Ishihara)



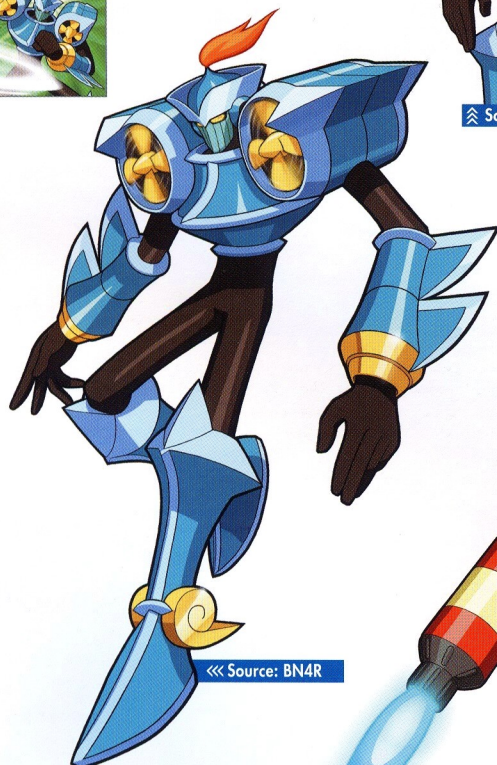
Source: BN4

WINDMAN

The word "wind" led me to think of Mongolia, and that is where the design for WindMan's head came from. Though I'm not sure what happens when a Mongolian Navi is operated by someone from Okinawa... I heard WindMan was turned into an action figure in America. I hope he's selling well over there. (Ishihara)



Source: EXE4.5



Source: BN4R



Source: BN4

BURNERMAN

It's not common for a fire-type character to also be known for their speed, but that's BurnerMan for you. I like how over-confident he looks. (Ishihara)



SEARCHMAN

I gave SearchMan's legs a lot of volume, while keeping his waist area relatively simple to give him a smart appearance. Since he has a lot of hair (or what looks like hair) showing, I painted his face to make sure he didn't look too human. The paint on his face actually looks like it could be camo paint, so it ended up looking pretty cool. I usually have a lot of trouble coming up with Navi marks, but SearchMan's mark looks good as both a symbol and as a part of his outfit, so I'm quite happy with it. (Ishihara)



Source: EXE4.5



Source: BN4R

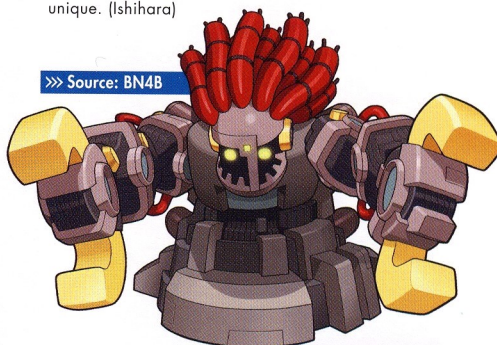


Source: BN5P

JUNKMAN

It was a bit difficult to connect a bunch of junk together without it looking like one chaotic mess. I think his red hair really stands out and makes him that much more unique. (Ishihara)

Source: BN4B



Source: EXE4.5



Source: BN4

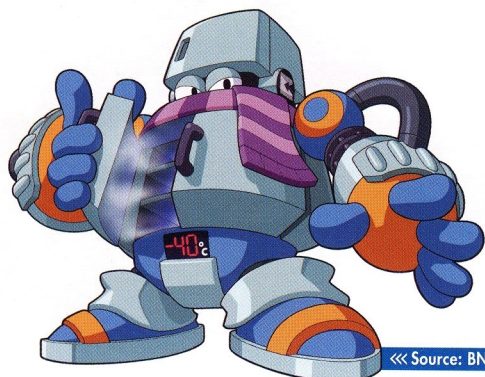
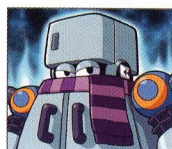
KENDOMAN

Eguchi used to belong to a kendo club, so he was very enthusiastic about this character. (Ishihara)



COLDMAN

A fridge is wearing a scarf... I guess he's too cold even for himself. (Ishihara)



Source: BN4

LASERMAN

I kept most of the original design, as it was simple yet mysterious, consisting mostly of a black body with blue lines. I moved the big tubes from his shoulders to his back and enlarged them a bit to make them look more intimidating. In case you didn't know, those are supposed to be his laser generators. (Ishihara)



Source: BN4

COLONEL

• This Colonel was based on the Colonel from "Mega Man X." Since this Colonel is not an active member of the military, I lightened the overall military flavor of his design. Instead, I used his cape to make him more impressive, and I gave him sharp tips on his head. I left the red part on his arm, as I thought that little splash of color left quite a powerful impression on most people. The sword replaces the arm he lost in a previous battle. (Ishihara)

« Source: BN5C

GYROMAN

• I think GyroMan could easily be turned into a toy. (Ishihara)

» Source: BN5P

BLIZZARDMAN

• I got the eyes from a few of the characters in the original Mega Man series. (Ishihara)

« Source: BN5

COSMOMAN

• I took the original design, shifted the space pattern from his cloak to his entire body, then added some yellow-green highlights to make him look more cosmic. (Ishihara)

CLOUDMAN

• Once I was done working on BlizzardMan, I realized that there were only three Navis on Nebula's side, so I created the meanest, evilst looking boss I could in a rush to add to that group. (Ishihara)

» Source: BN5

TOMAHAWKMAN

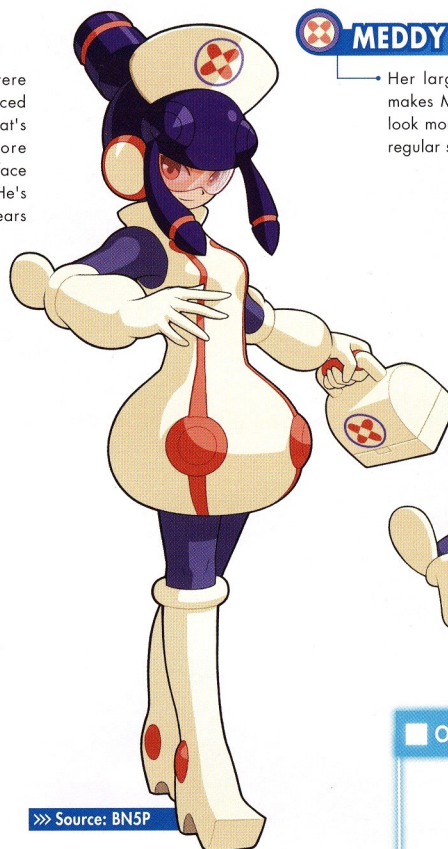
Since most of the guys on Colonel's team were chosen solely for their combat abilities, I noticed how unsociable the team seemed overall. That's why I designed TomahawkMan to seem more human and approachable. He's got a likable face that just screams "lively" and "mischievous." He's about the same height as MegaMan, and wears flashy colors. (Ishihara)



Source: BN5C

MEDDY

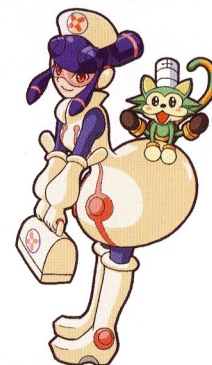
Her large lantern-shaped skirt is what makes Meddy unique. I thought it would look more modern and interesting than a regular skirt. (Ishihara)



Source: BN5DS

Source: BN5P

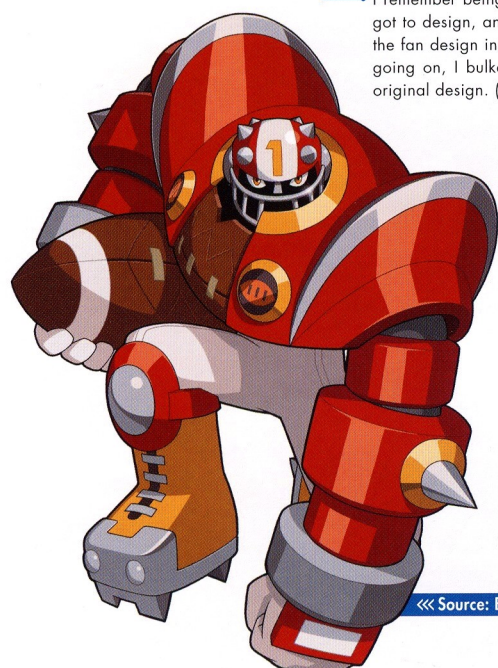
OTHER ILLUSTRATIONS



Source: Rockman.EXE Master Series Soundtrack

GRIDMAN

I remember being so nervous. GridMan was the first boss character I got to design, and I knew I would have to be careful to keep a lot of the fan design intact. Since GridMan has an American football theme going on, I bulked up his upper torso even more than it was in the original design. (Satou)



Source: BN5

LARKMAN



Source: BN5

BLASTMAN

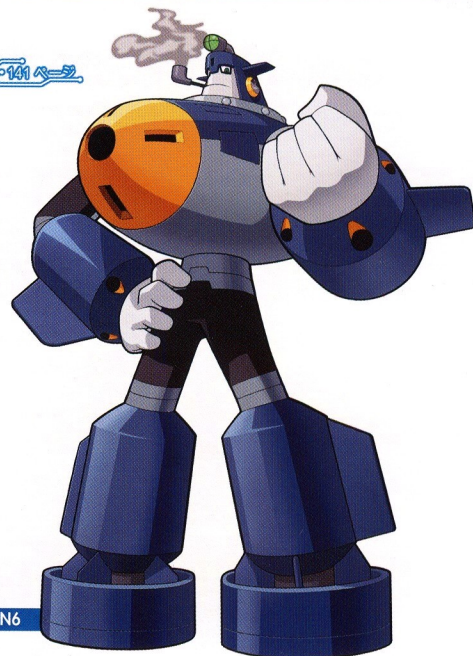
→ A standard humanoid. I guess you could say he's just a cool-looking stove. (Ishihara)



« Source: BN6

DIVEMAN

→ DiveMan started off much clunkier, but then I shaved off all the excess parts to make him simpler in appearance. The pixel artist for DiveMan has my thanks for making him look so cool in-game! By the way, the pipe DiveMan has in his mouth is not filled with tobacco, it's filled with cyber mint. Any source of fire on a submarine is a no-no. (Satou)



» Source: BN6

SLASHMAN

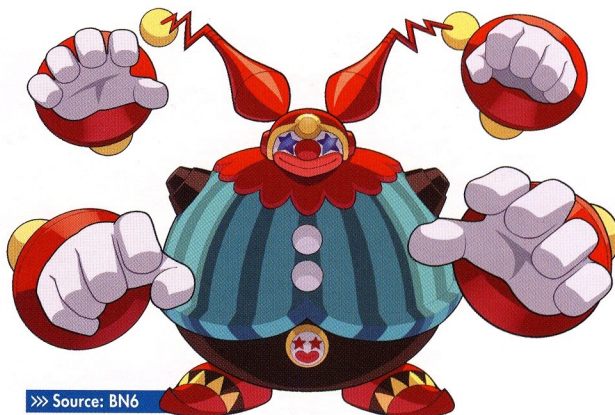
→ SlashMan is probably my favorite character out of all the characters I had a hand in designing. It made me sad to see that he didn't get a lot of attention in the game. I originally intended for him to be an assassin type from the Middle East, but he somehow ended up with a more Chinese flair. (Satou)



» Source: BN6G

CIRCUSMAN

→ I expanded on the original design, while taking great care to ensure that he didn't resemble ColorMan too much. (Ishihara)



» Source: BN6

TENGUMAN

→ This TenguMan seems haughtier than the one in the original Mega Man series. (Ishihara)



« Source: BN6F

JUDGEMAN

→ I added a few ornaments, but other than that, nothing much has changed from the original design. (Ishihara)



» Source: BN6

ELEMENTMAN

This submission was chosen for its interesting idea, and the simplicity of the ring behind ElementMan. Since manipulating the elements is a rather unique ability, I gave him a bit of an "alien" flavor. As I was working on him, I got it stuck in my head that he would make odd noises. Without really thinking about it, I jotted down some sound effects in the margin of my draft, and was pleasantly surprised to see that they used those sound effects in the actual game. (Ishihara)



>>> Source: BN6



>>> Source: BN6G

ERASEMAN

The chain connecting EraseMan's arms was an idea that came to me right away... but I struggled with just about every other aspect. His face, especially, was something that I couldn't nail down. I ended up discussing it with Ishihara and Anna before we were able to set down anything substantial. (Satou)

GROUNDMAN

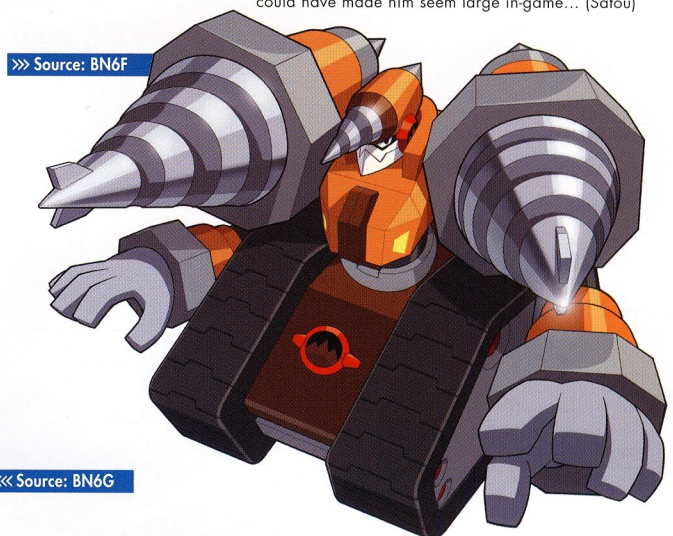
I was really excited about doing a non-humanoid character, but it turned out that GroundMan wasn't one of the more popular characters in the game... I wish we could have made him seem large in-game... (Satou)

CHARGEMAN

For the Battle Network series, we had focused on spreading the theme of each character over their entire body as opposed to one accessory or part of the body. I guess you could say ChargeMan is the epitome of that philosophy. (Ishihara)



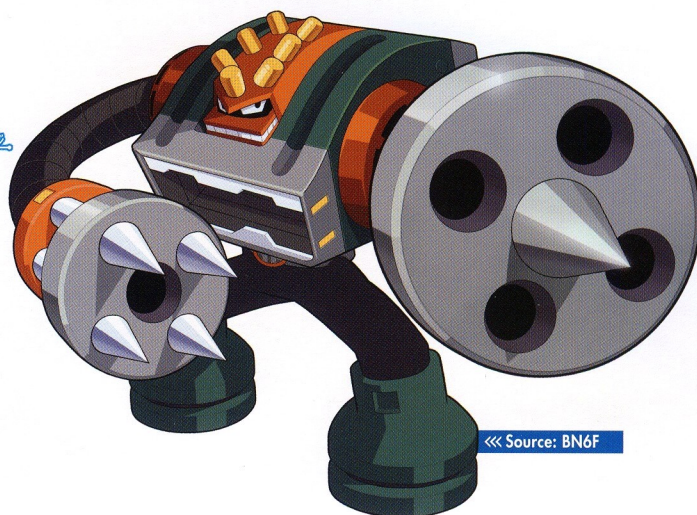
<<< Source: BN6G



>>> Source: BN6F

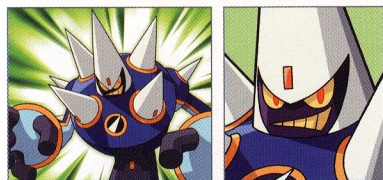
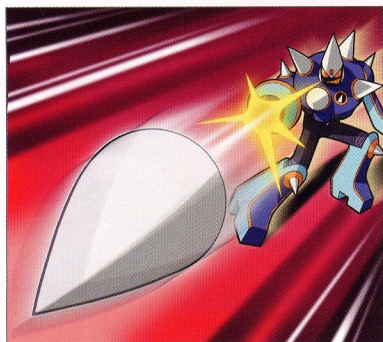
DUSTMAN

This is the one boss we sent to the pixel artist who was taking care of all the virus characters. He presented a pretty good idea to have DustMan's mouth hanging open, with a dull expression on his face, but in the end we decided that we wanted all of the new Navis to look reasonably cool. It was hard, but I think we managed to balance out everyone's wishes in the end. (Ishihara)



<<< Source: BN6F

NEEDLEMAN



Source: NT

SWORDMAN



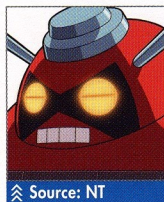
Source: NT

BRIGHTMAN



Source: NT

GRAVITYMAN



Source: NT

STARMAN

I wanted to try a different hair color with StarMan. Despite the fact that he is 3D in the game, I think I made his design a little too 2D. (Kaji)



Source: EXE4.5



Source: NT

ZERO

Since Zero shares a lot of components with ProtoMan (like the color red, the long hair, and the sword), I had a pretty hard time figuring out how to make the two characters distinct from one another. Since Zero is a virus, I used that as an excuse to make his face very inhuman. (Ishihara)



Source: NT

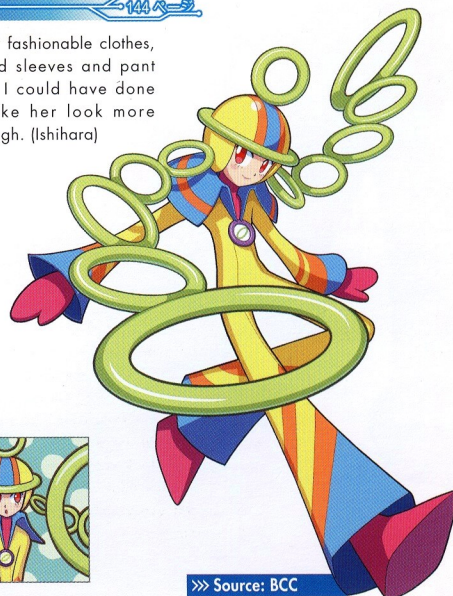
TURBOMAN



Source: BCC

RING

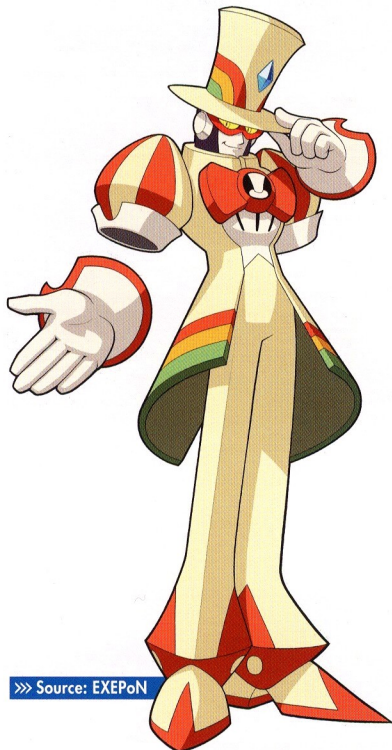
Ring has very fashionable clothes, with widened sleeves and pant legs. I think I could have done more to make her look more feminine, though. (Ishihara)



Source: BCC

HATMAN

A black suit would have been fine, but I thought a brighter, more colorful look would go better with the idea of a magic show. Magic Man from the original series was the basis for this character's design, but we changed the name, so it may be confusing for some people. (Ishihara)



>>> Source: EXEPoN

JAMMINGMAN

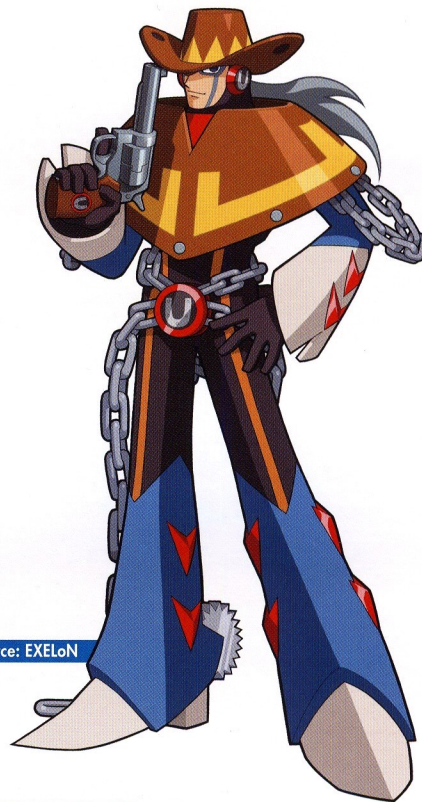
The instructions I got for this character were to design it "in the same pose as FlameMan." I kept the design fairly simple, but I wanted to ensure that anyone who looked at him would instantly feel uneasy. (Ishihara)



>>> Source: EXEPoN

U RIDEMAN

This is an original Navi designed for the second EXE for Japanese cell phones. The chains you see peeking out from under his poncho are there to try and restrain his reverse form. I was very happy to see how awesome RideMan looked in the illustrations. (Satou)



>>> Source: EXELoN

REVERSE RIDEMAN

Unlike regular RideMan, Reverse RideMan is more of a berserker. I think I could have done something to make him seem more powerful... I do like how his face turned out, though. (Satou)



<<< Source: EXELoN



CLOCKMAN

I asked Ueda to help me refine this design. Ueda was the one who worked on the Noise Changes for Star Force 3. ClockMan originally had a bunch of tiny clocks all over his body, but it was decided that they would be too difficult to show on a sprite, so we adjusted the number and sizes of the clocks without changing his overall flavor too much. (Ishihara)

>>> Source: EXEOSS

For the Navi illustrations, Kaji and Ishihara's designs were so amazing. I just hope I was able to reproduce the quality of their designs through my illustrations. What did you think? I think the whole idea of a NetNavi is quite realistic for the present as well as the future. I sure want one! For each illustration, assuming it's a single character portrait, it takes about three days to get from submitting an idea for a pose to getting a draft done to finishing up the final piece. (That's a lot longer than most people expect.) (Komaki)

BASS

I adjusted the large fins on his helmet so that they were flowing backwards instead of facing down. There is a tragic story behind the scarred Navi mark that he wears. We did have a steadfast rule about not using cloth on any of the cyber characters, but when it came to a mysterious Navi who roams aimlessly through the cyber world, I knew I just had to give him a ragged cloak! So yes, I broke the rule with the very first Navi I worked on... but can you really blame me? (Ishihara)



<<< Source: BN4



>>> Source: BN1



>>> Source: BN3



<<< Source: BN2



>>> Source: BCC



<<< Source: BN5DS



>>> Source: BN3



<<< Source: EXE4.5

LIFE'VIRUS

I gave the Life Virus lots of spikes and bumps to really give him that "last boss" feel.
(Ishihara)

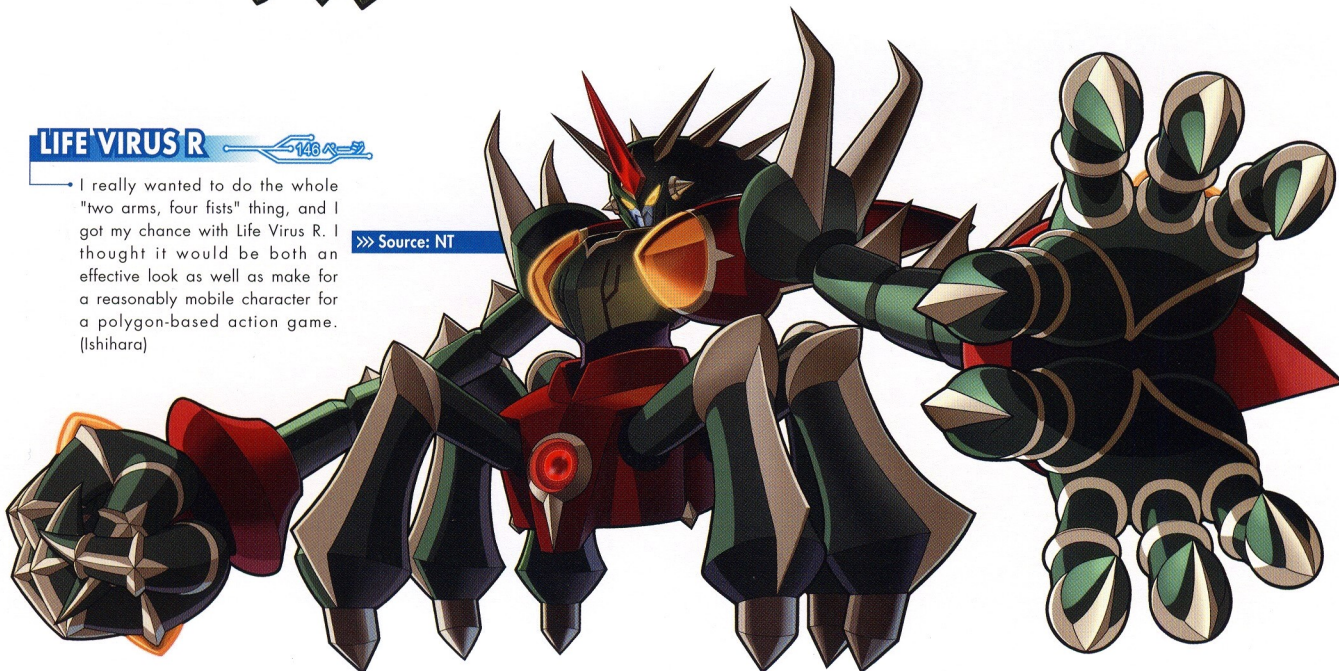


<<< Source: BN1

LIFE'VIRUS R

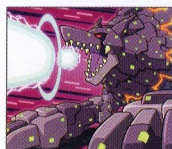
I really wanted to do the whole "two arms, four fists" thing, and I got my chance with Life Virus R. I thought it would be both an effective look as well as make for a reasonably mobile character for a polygon-based action game.
(Ishihara)

>>> Source: NT



GOSPEL

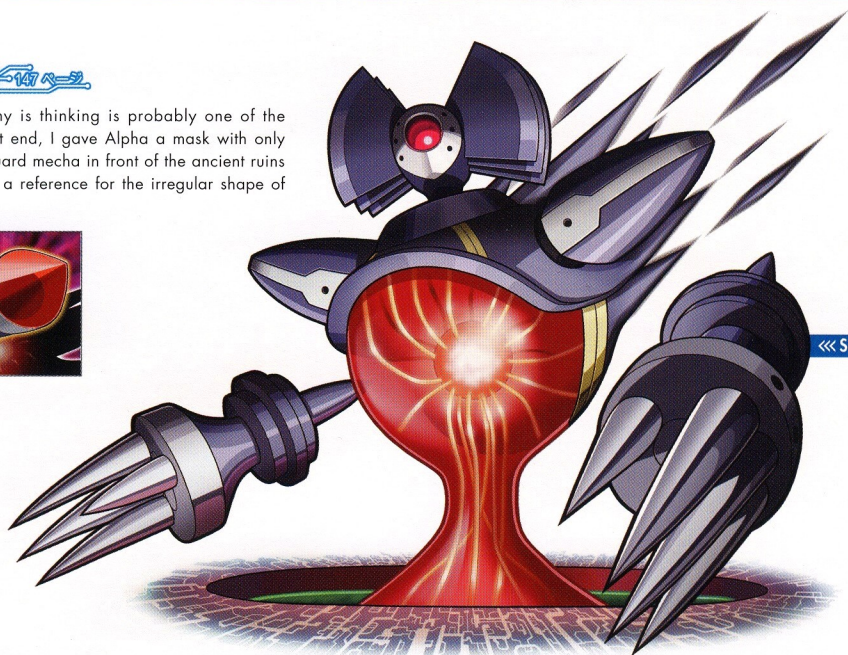
The little squares of light are supposed to give him the sickly look of being overrun with bugs, but at the same time I thought they might look like little windows on a building, which would make Gospel seem even larger in size.
(Ishihara)



>>> Source: BN2

ALPHA

- Not knowing what your enemy is thinking is probably one of the scariest things possible. To that end, I gave Alpha a mask with only one big eye. I used the gate guard mecha in front of the ancient ruins from "Mega Man Legends" as a reference for the irregular shape of Alpha's body. (Ishihara)



« Source: BN3 »

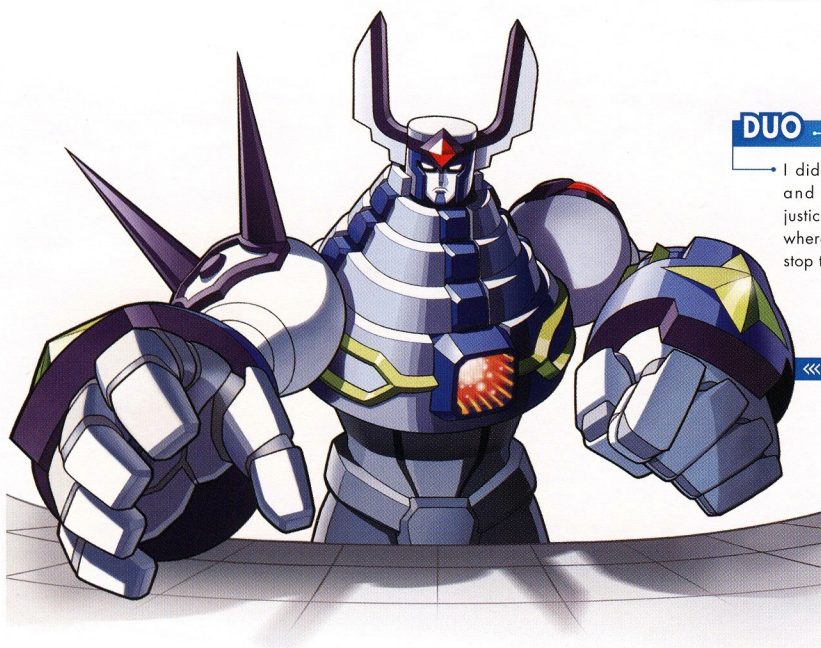
DUO

- I did my best to express Duo's righteous and sometimes troublesome sense of justice. He will right any perceived wrongs wherever they pop up, and will not even stop to listen to an explanation. (Ishihara)

■ 初期稿



« Source: BN4 »



NEBULA GRAY

- Nebula Gray is the personification of all the sorrow and hatred of Navis and humans, so I made him out of this roiling smoke that almost looks like fur. The white lines on his face represent all of the heavy emotions pouring out. The chains represent Regal's control over Nebula Gray. I heard he was going to be the final boss in the anime series, so I wanted him to have a freely flowing body to allow for more dynamic movements. (Ishihara)

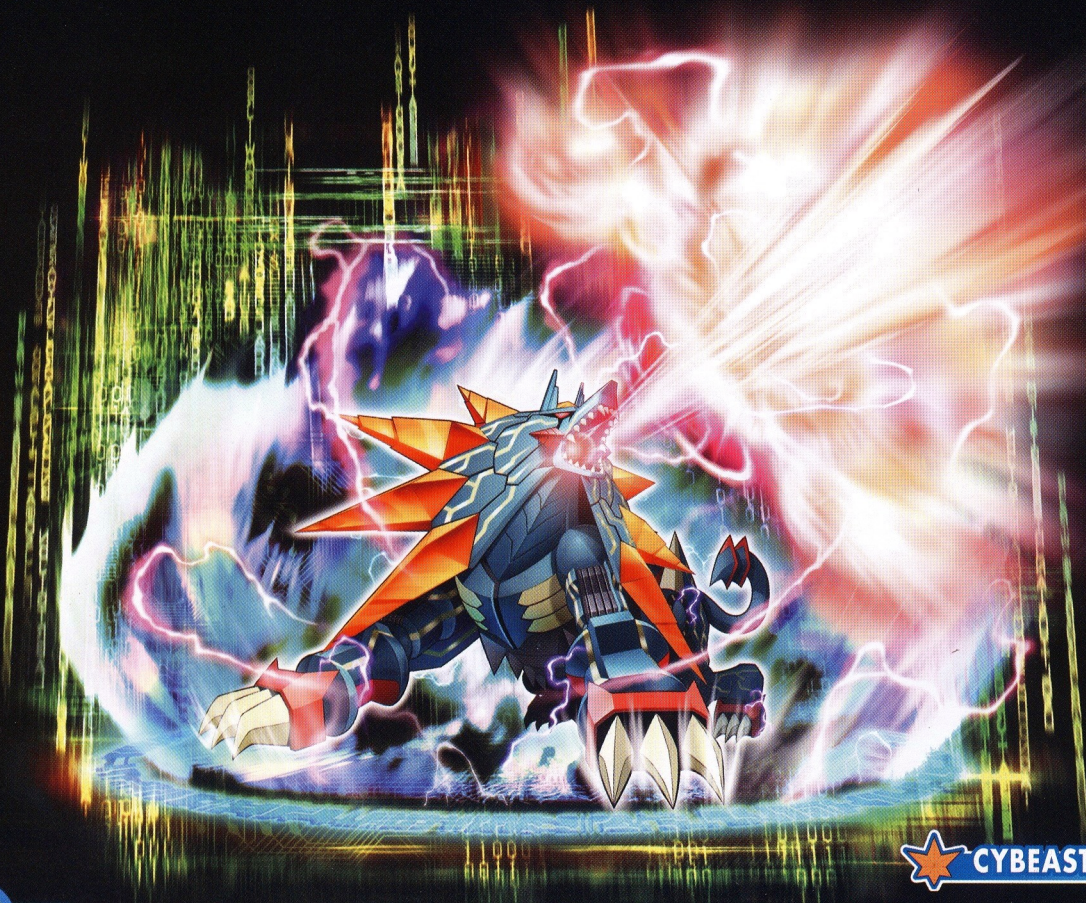


« Source: BN5 »

>>> Source: BN6F



Unlike the other final boss characters, these two were the main selling points of their respective versions, so I poured a lot of energy into them. A little too much energy, it seems, as the resulting file size was appalling. Even with my new computer, opening the files is a bit scary. (Komaki)

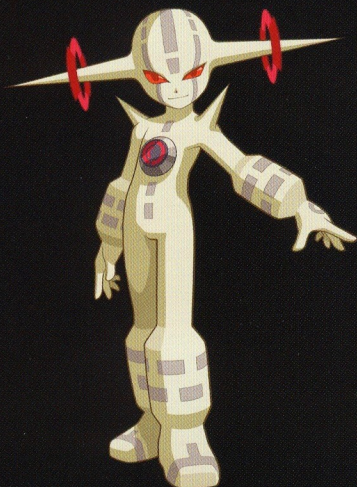


<<< Source: BN6G

CACHE

I was told that Cache's first form should be "white, childlike, and simple." His second form is much more intimidating, with his body splitting in some areas to reveal the data underneath. (Ishihara)

» Source: EXEPoN



TROJAN HORSE

As a last boss design stemming from a foreign culture, I really wanted this character to feel scary and alien. Now that I look at it, though, I think the colors of the Trojan Horse are kind of similar to those of Life Virus R... in fact, they may be exactly the same. (Ishihara)

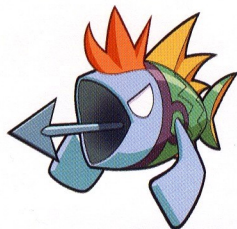
« Source: EXELoN



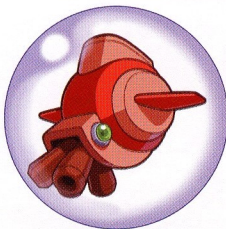
Viruses

These are the viruses that will get in the player's way throughout the Mega-Man Battle Network series. We have grouped them into categories by game.

BNT OUTBREAKS



⌘ Piranha family



⌘ Ammonicule family



⌘ Gaia family



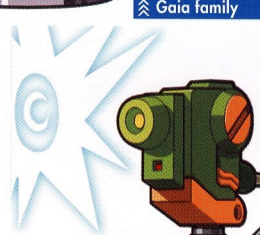
Unlike the later games in the series, the viruses in the first Battle Network do not have official English names. As a result, the names you see here are either adapted from their Japanese names or, when possible, transplanted from the later games they appear in.



⌘ Beetank (BN2) / Bugtank (BN5) family



⌘ Fishy family



⌘ Canodumb family



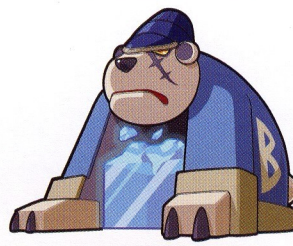
⌘ CanDevil family



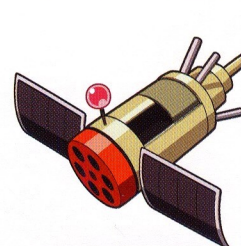
⌘ Cloudy family



⌘ Spooky family



⌘ Cold Bear family



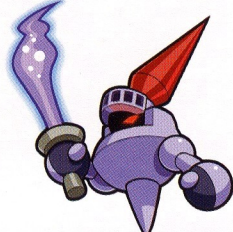
⌘ Satella family



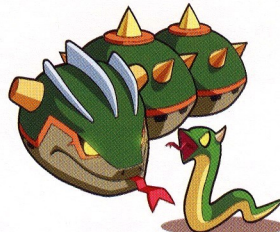
⌘ Jelly family



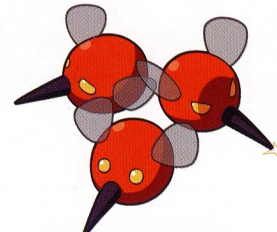
⌘ Miney family



⌘ Swordy family



⌘ Big Snake family



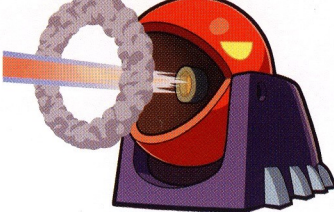
⌘ Mosquito family



⌘ Ratty family



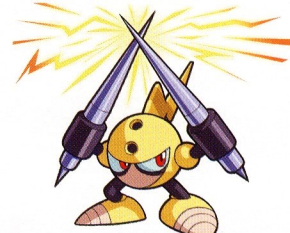
⌘ Scuttlest family



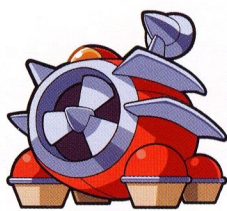
⌘ Hard Head family



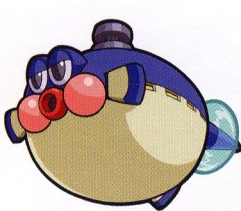
⌘ Handy (BN2) / Handi (BN5) family



⌘ Billy family



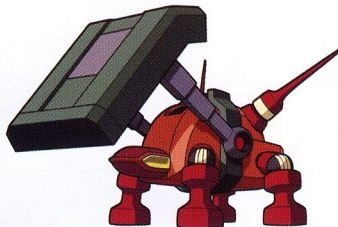
⌘ Fanner family



⌘ Puffy family



⌘ Prog family



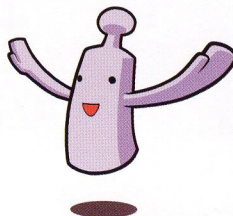
⌘ Floshell family



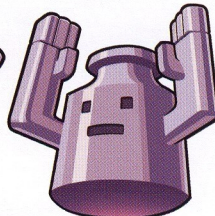
⌘ Poitton family



⌘ Vulgear family



⌘ Flappy (BN2) / Powie (BN5) family

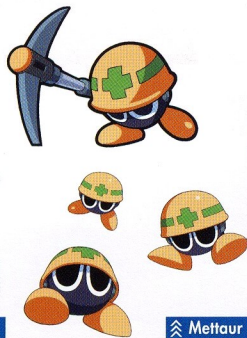


⌘ Popper family





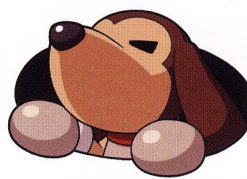
⌘ Megalion (BN2) / Heady (BN6) family



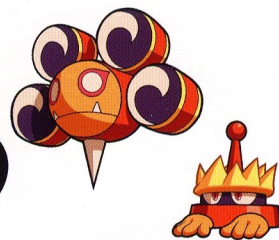
⌘ Mettaur family



⌘ Mole family

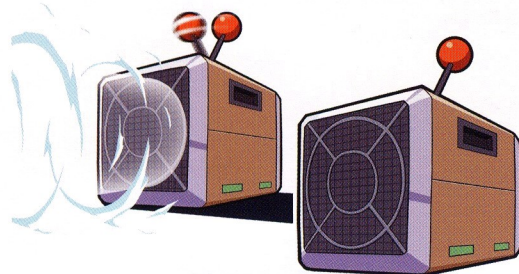


⌘ Twisty family



BN2 NEW OUTBREAKS

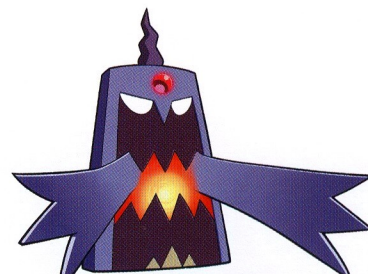
158



⌘ Wind Box family



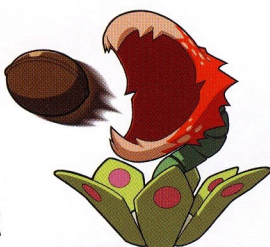
⌘ Shrimpy family



⌘ Dominerd family



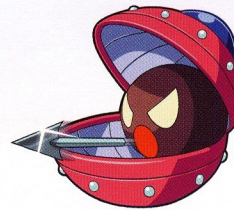
⌘ Spikey family



⌘ Kill Plant family



⌘ Snapper (BN2) / Ninjoy (BN5) family



⌘ Shellgeek family



⌘ Shadow family



⌘ Octon family



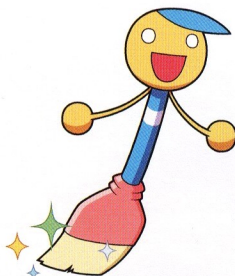
⌘ Mushy family



⌘ Null family



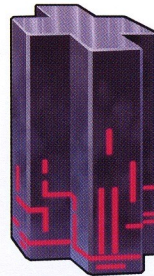
⌘ Puff Ball family



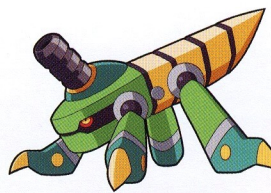
⌘ Brush Man family



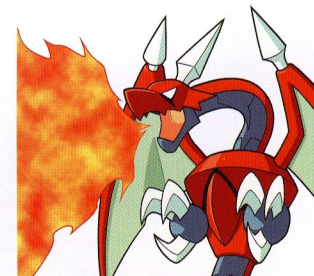
⌘ Flamey family



⌘ Protecto family



⌘ Magneaker family



⌘ Lavagon family



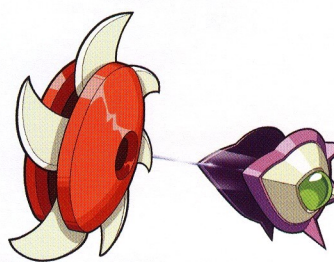
⌘ MetFire family



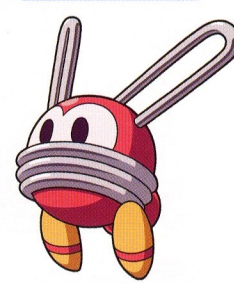
⌘ Red UFO family



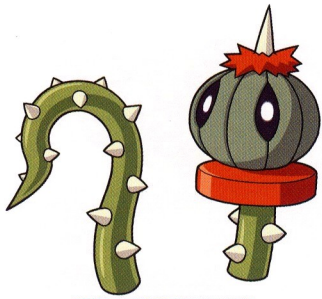
⌘ Sparky (BN2) / Shakey (BN5) family



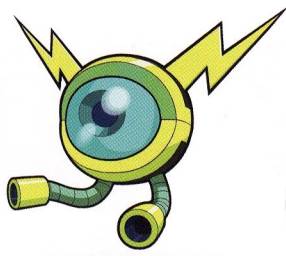
⌘ Yort family



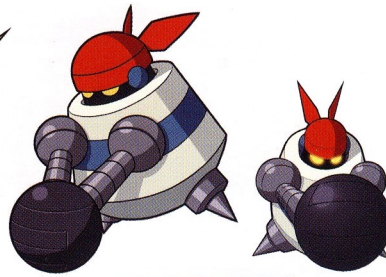
⌘ Bunny family



≡ Viney family



≡ Killer Eye family



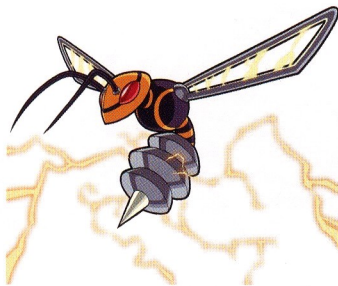
≡ Quaker family



≡ Pengi family



≡ Slimey family



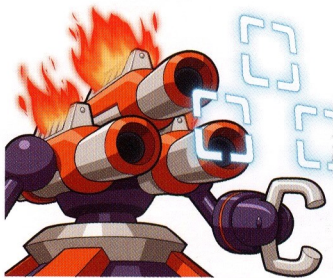
≡ Elebee family



≡ Snow Blow family



≡ Twins family



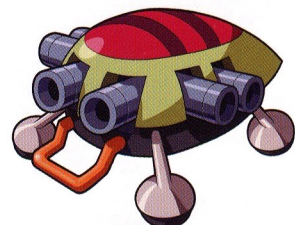
≡ Basher family



≡ Totem family



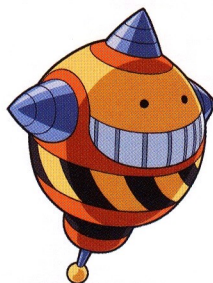
≡ Number family



≡ Needler family



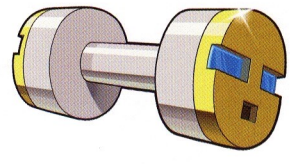
≡ N.O. family



≡ Eleball family



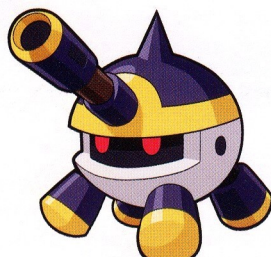
≡ Alpha Bug family



≡ Heavy family



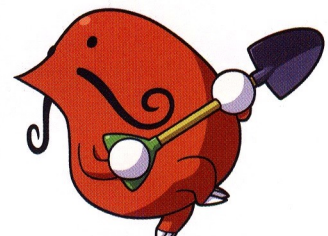
≡ Volcano family



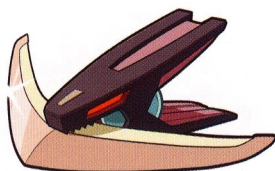
≡ Beetle family



≡ Metrid family



≡ Momogra family



≡ Boomer family

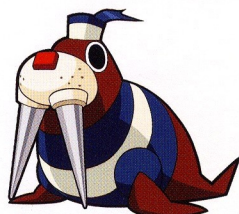


≡ Trumpy family

BN4 NEW OUTBREAKS



Weather family



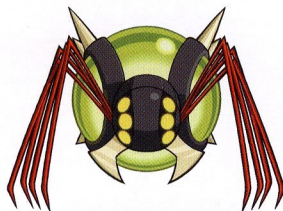
Walla family



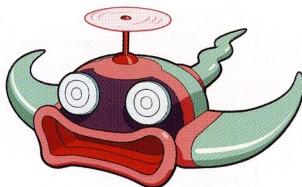
Elemperor family



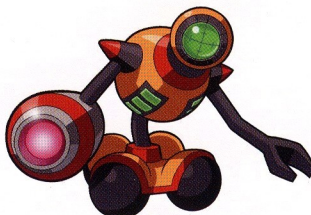
Kilby family



Spidy family



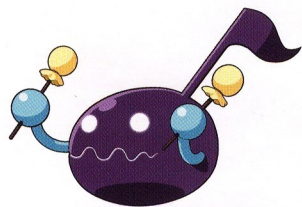
Lark family



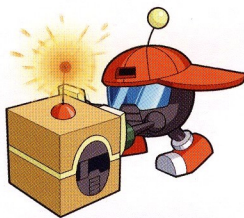
CirKill family



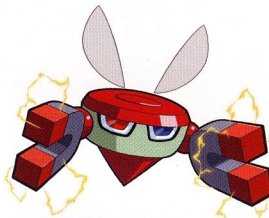
Dharma family



Melody family



Bomboy family

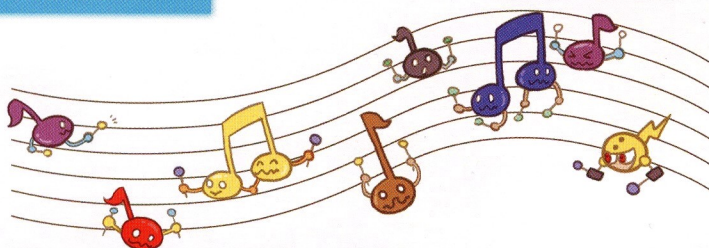


Magtect family



Moloko family

OTHER ILLUSTRATIONS



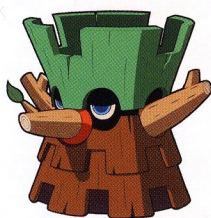
Source: Rockman.EXE Series Master Soundtrack



BN5 NEW OUTBREAKS



Appley family



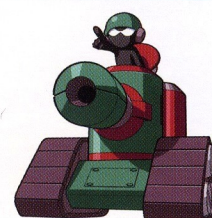
WuNote family



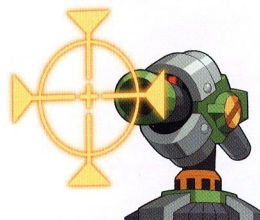
Whirley family



Eleogre family



Catack family



CanGuard family



Zomon family



Cactikil family



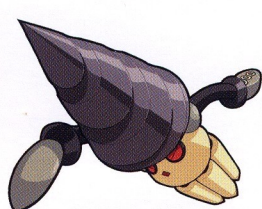
Skarab family



Champy family



Draggin family



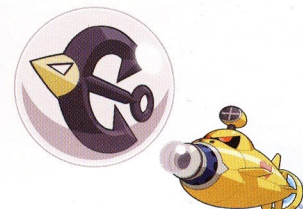
Drixol family



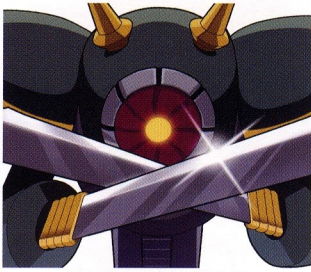
Batty family



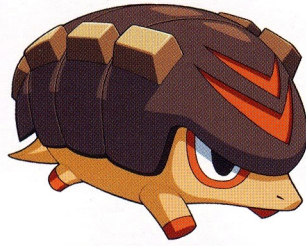
Flashy family



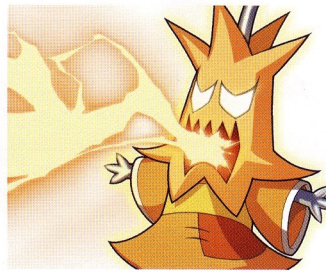
Marina family



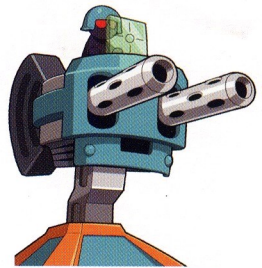
Dark Mech family



Armadill family



Scare Crow family



Gunner family



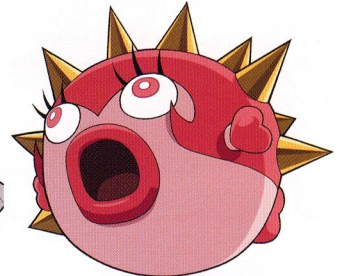
Big Hat family



Snake Arm family



Fighter Plane family



Puffy family



Old Stove family



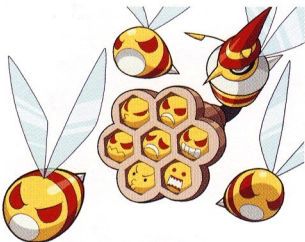
Earth Dragon family



Haunted Candle family



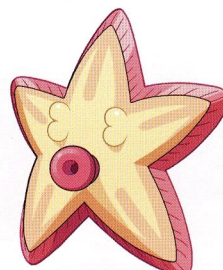
Nightmare family



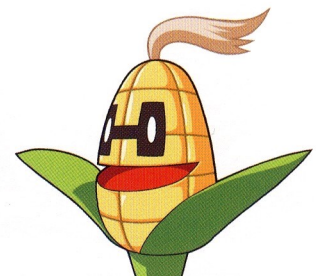
Honey Bomber family



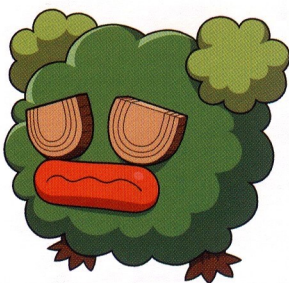
Pulse Bulb family



Starfish family



Bomb Corn family



Shrubby family



Kettle family



Cragger family

A detailed line art illustration of Mega Man in his classic pose, holding his Mega Buster in his right hand and his fist in his left. The character is rendered in a light gray outline against a dark background. The Mega Buster is a large, cylindrical weapon with a circular lens at the front. Mega Man's helmet features a visor and a small antenna on the left side. The chest has a circular emblem with a stylized 'M' and a star. The legs are long and thin, with a small circular detail on the right leg.

MEGA MAN BATTLE NETWORK
OFFICIAL COMPLETE WORKS



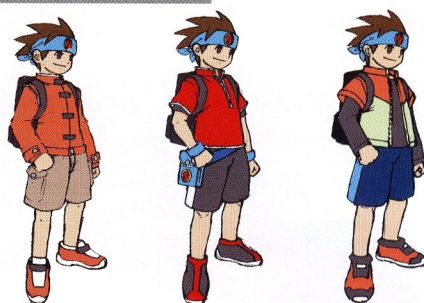
Chapter:3

DESIGN WORK

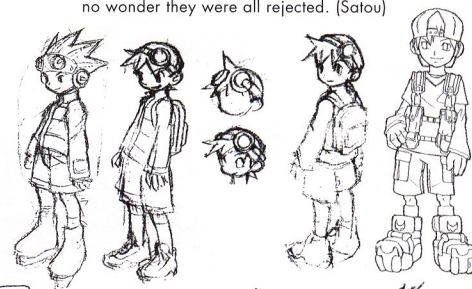
LAN'HIKARI



EARLY DRAFTS



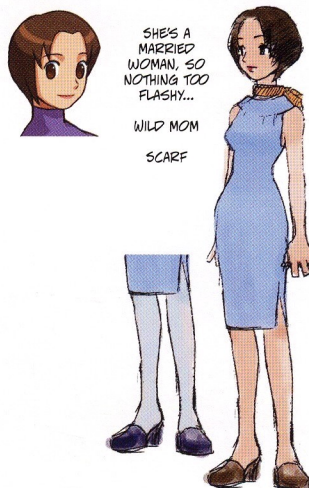
When we first started working on BN6, I suggested that we give Lan some new clothes to spice things up. These are some of the designs that I submitted. Looking at them now, I realize how boring they are... no wonder they were all rejected. (Satou)



YUICHIRO HIKARI



HARUKA HIKARI



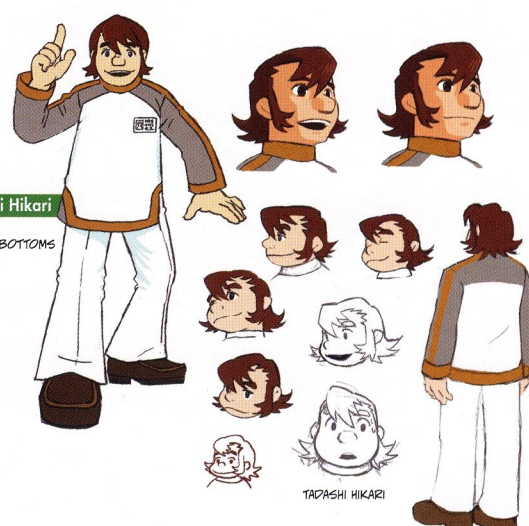
TADASHI HIKARI



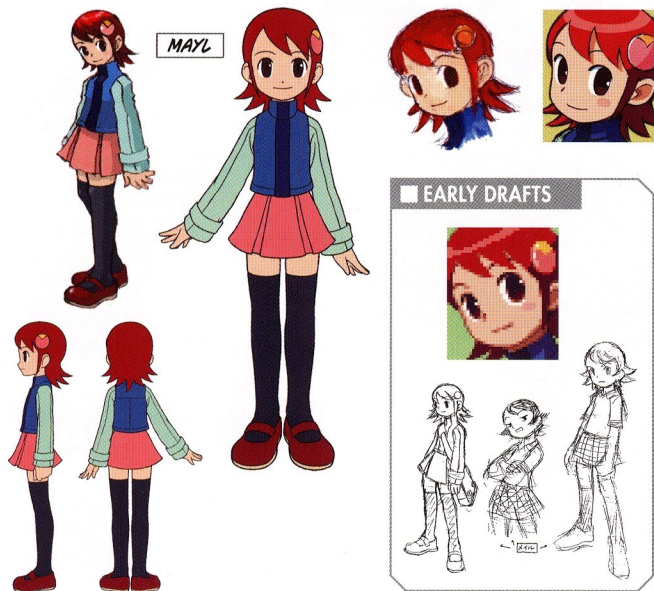
Young Tadashi Hikari

BELL-BOTTOMS

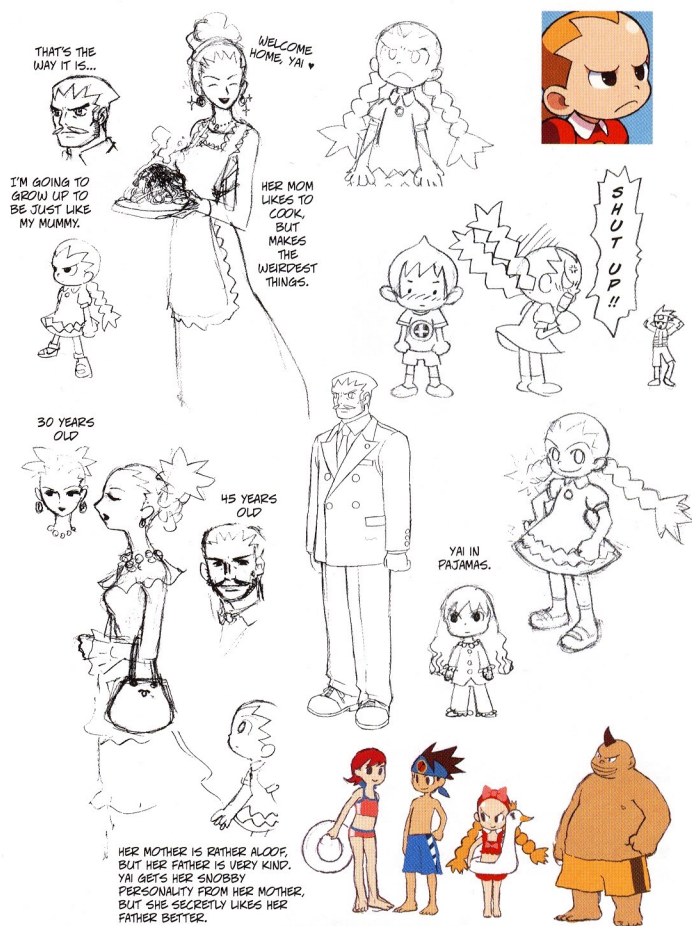
EARLY DRAFTS



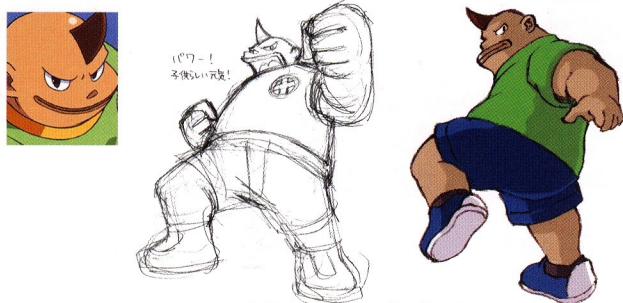
MAYL SAKURAI



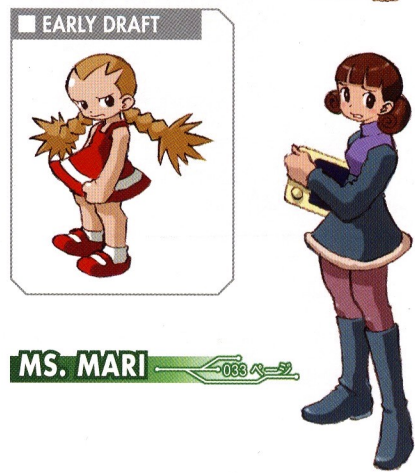
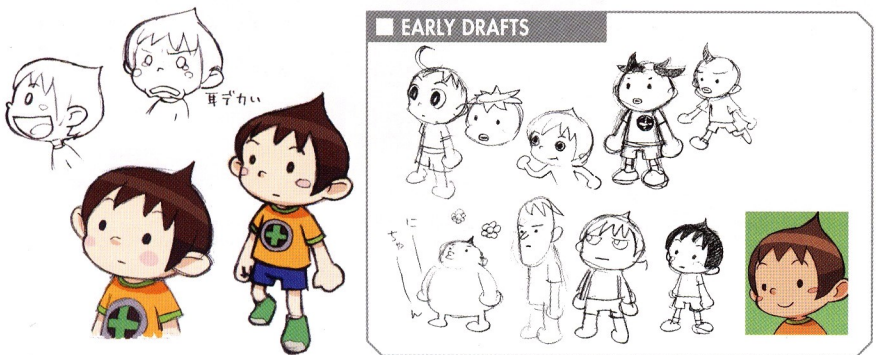
YAI AYANOKOJI



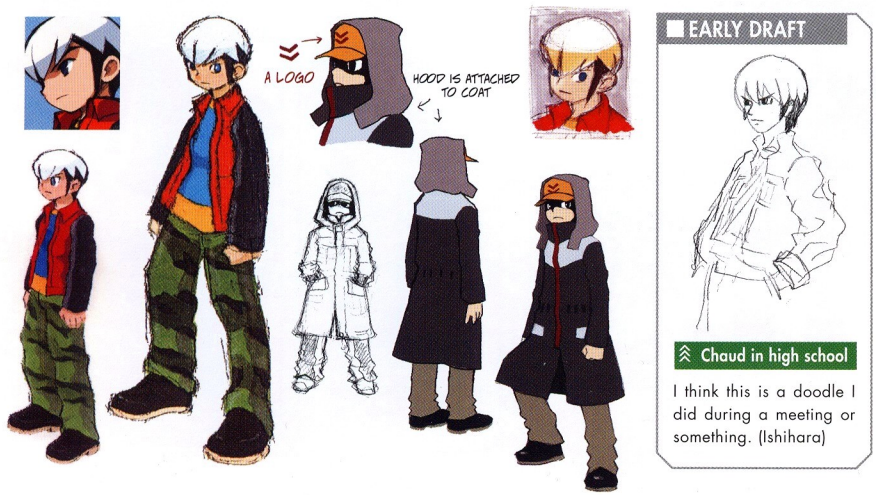
DEX OYAMA



CHISAO OYAMA



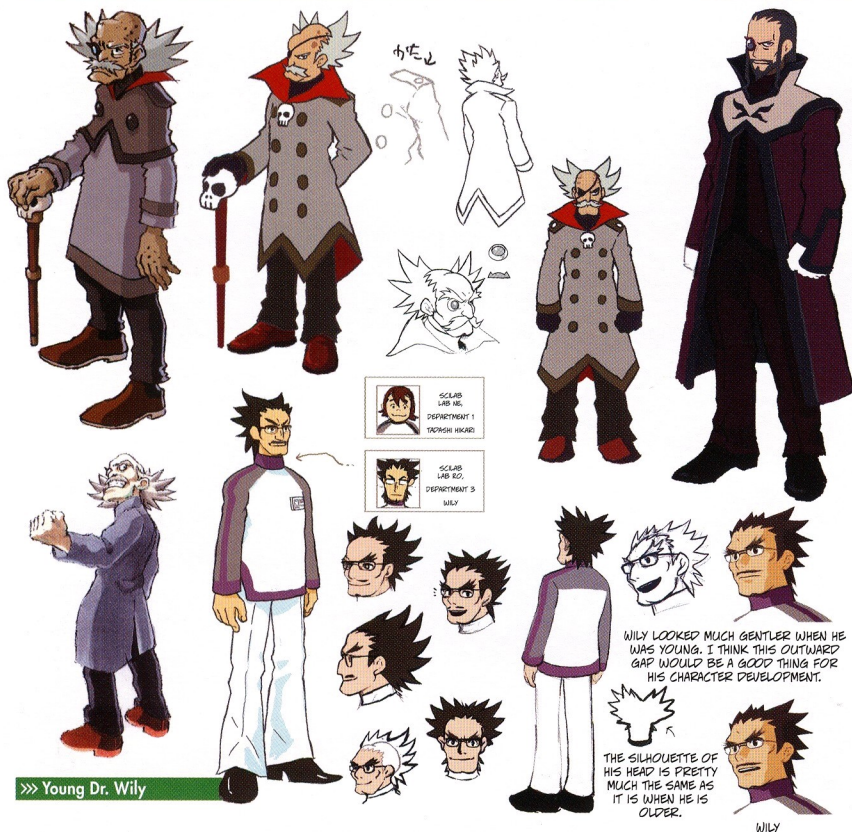
EUGENE CHAUD



SHUUSEKI IJUIN



DR. WILY

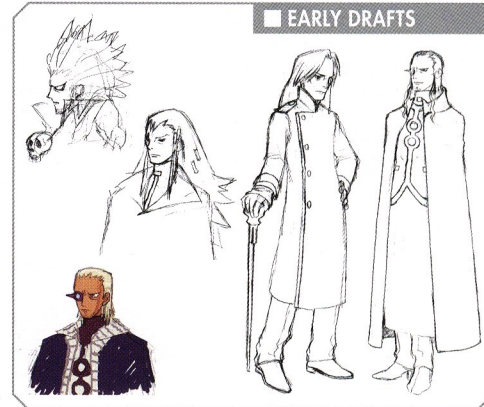


>>> Young Dr. Wily

DR. REGAL



EARLY DRAFTS



SEAN OBIHIRO



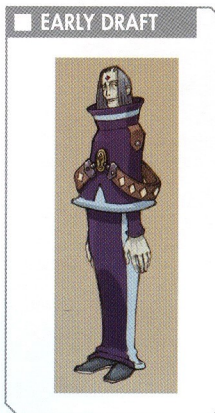
EARLY DRAFTS



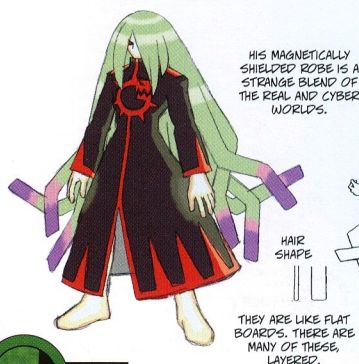
THE PROFESSOR



EARLY DRAFT



LORD GOSPEL



CONCEPTUALLY, HE HAS NO MOUTH, BUT IF IT BECOMES NECESSARY TO HAVE A MOUTH, WE CAN ADD IT LATER.

EARLY DRAFT



MR. MATCH

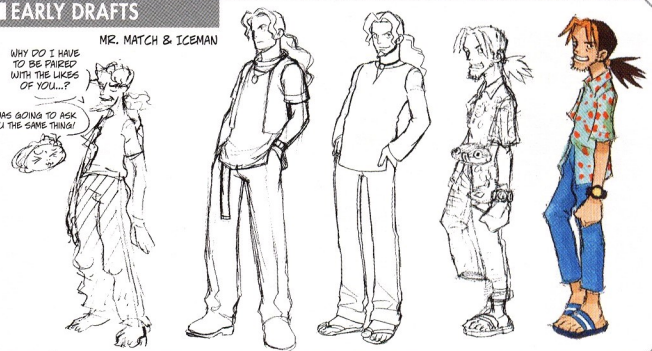


EARLY DRAFTS

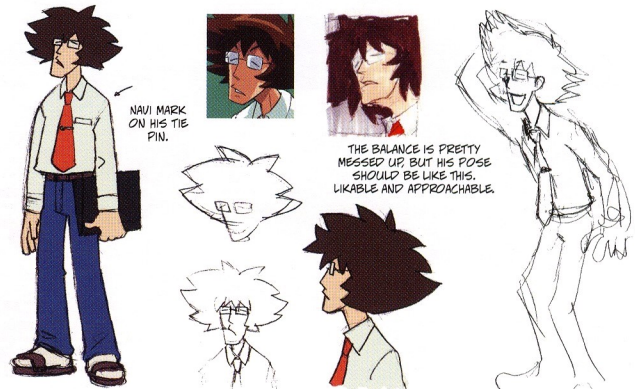
MR. MATCH & ICEMAN

WHY DO I HAVE TO BE PAIRED WITH THE LUGGS OF YOU...?

I WAS GOING TO ASK YOU THE SAME THING!

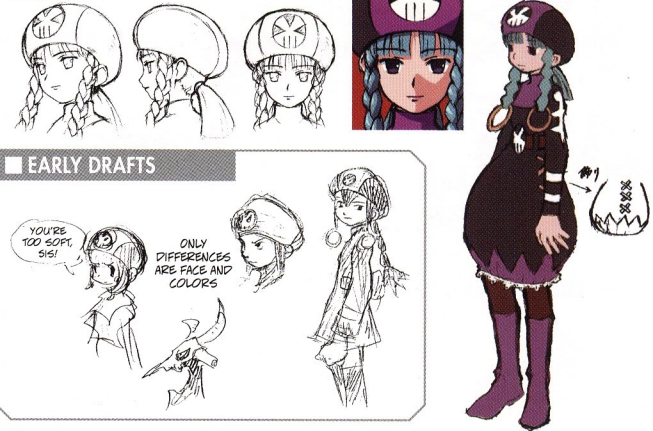


HIGSBY



MIYU

MIYU REFERENCE



EARLY DRAFTS

YOU'RE TOO SOFT, SIS!

ONLY DIFFERENCES ARE FACE AND COLORS

DR. FROID

THIS PIECE OF HAIR AND THE BANGS HANGING OVER HIS FOREHEAD SHOULD BE THE KEY FEATURES OF HIS SPRITE.



DR. FROID (40)

REFERENCE FOR DR. FROID

DO NOT INCLUDE SCLERA.

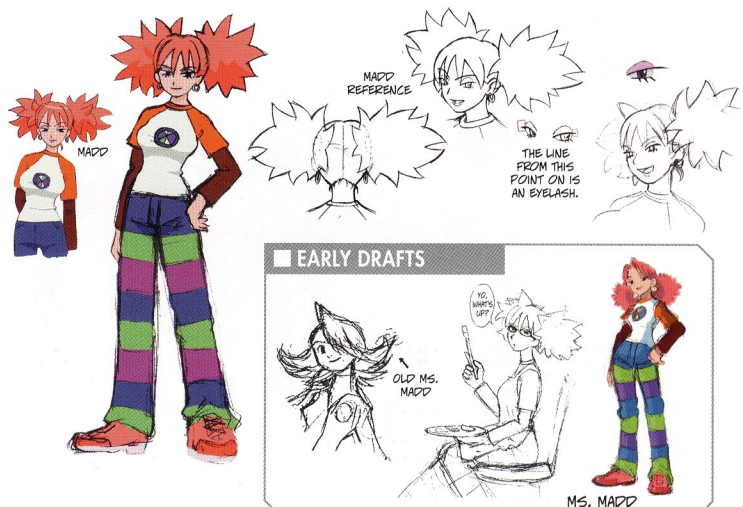
SAL

EARLY DRAFTS



SAL REFERENCE

MS. MADD



EARLY DRAFTS

MADD REFERENCE

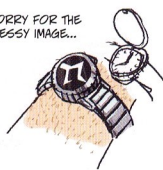
THE LINE FROM THIS POINT ON IS AN EYELASH.

OLD MS. MADD

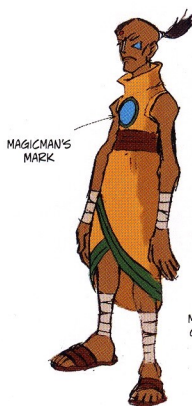
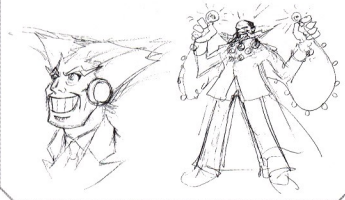
MS. MADD



SORRY FOR THE MESSY IMAGE...



EARLY DRAFTS



MAGICMAN'S MARK



MAGICMAN'S OPERATOR

THE ACTUAL IMAGE ON HIS APRON DOESN'T MATTER, AS LONG AS THERE'S A FISH OF SOME KIND IT SHOULD BE OK.



EARLY DRAFTS



(RUSH HELPING)



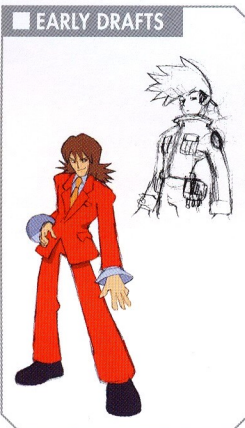
HEY THERE, RUSH!



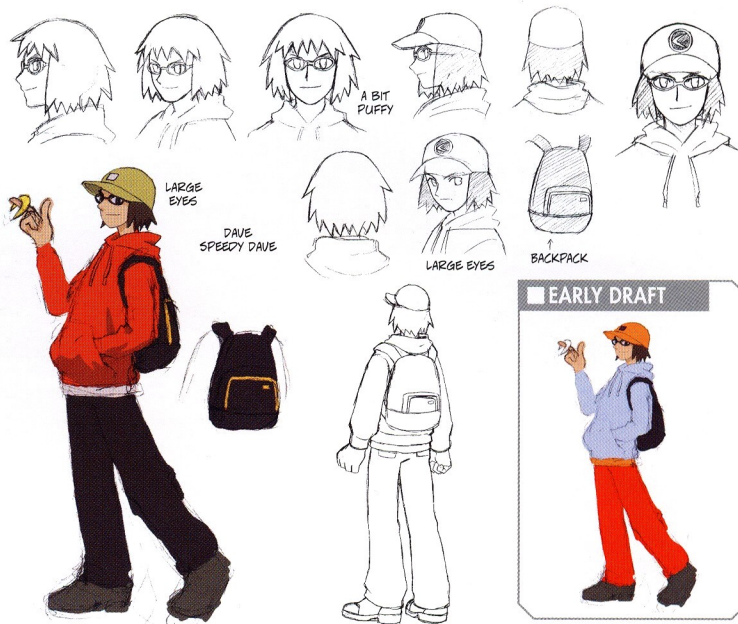
MARK



HIS CHEEKS ARE QUITE SUNKEN.



EARLY DRAFTS



LARGE EYES

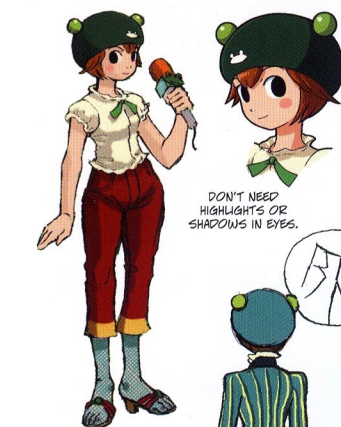
DAVE SPEEDY DAVE

A BIT PUFFY



BACKPACK

EARLY DRAFT



DON'T NEED HIGHLIGHTS OR SHADOWS IN EYES.

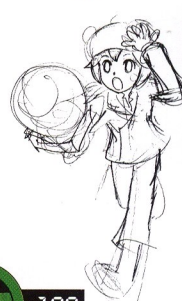
SHOULDER



FELT OR WOOL BERET

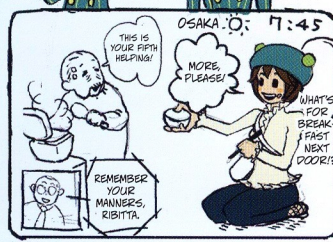
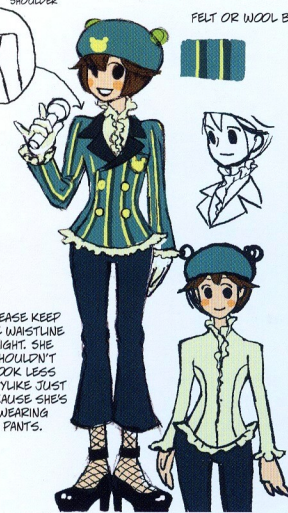


WITHOUT HAT



LARGE WEAVE FISHNET STOCKINGS.

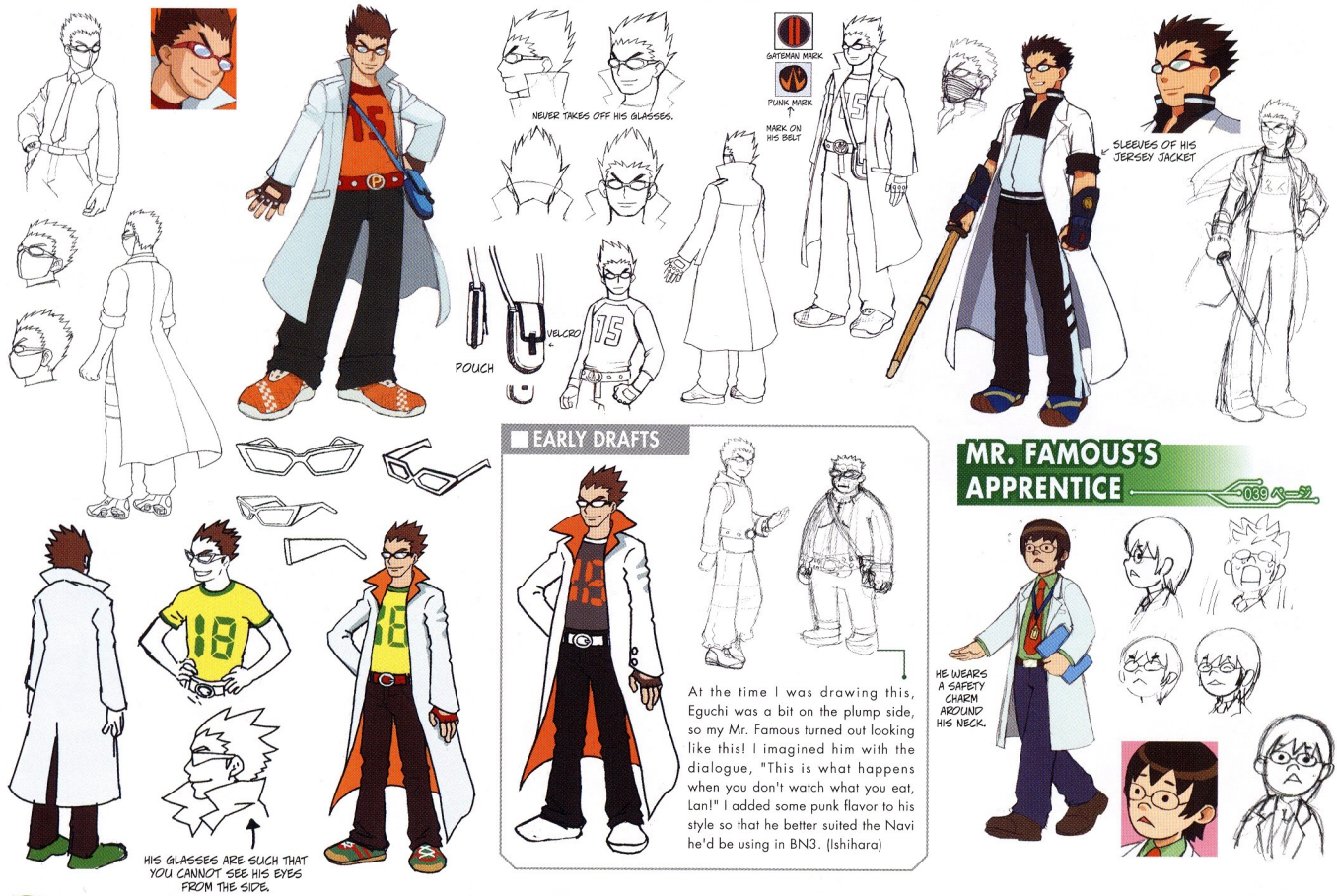
PLEASE KEEP THE WAISTLINE TIGHT. SHE SHOULDN'T LOOK LESS LADYLIKE JUST BECAUSE SHE'S WEARING PANTS.



EARLY DRAFTS



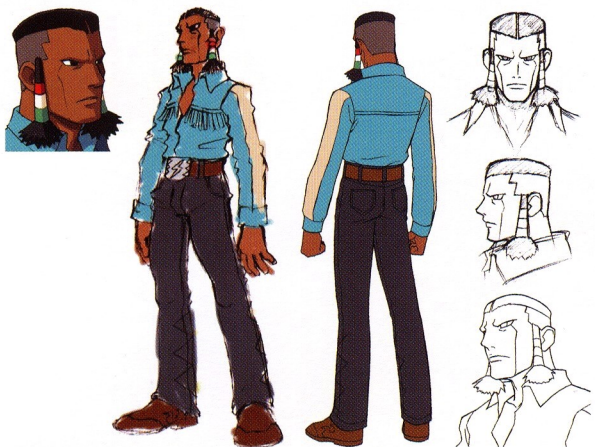
MR. FAMOUS



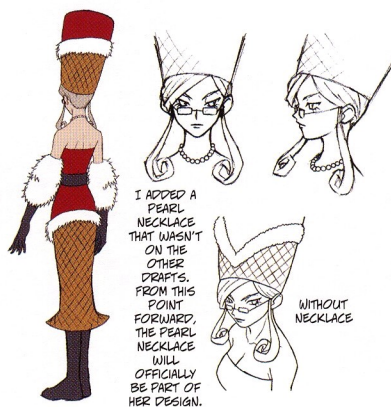
PRINCESS PRIDE



RAOUL



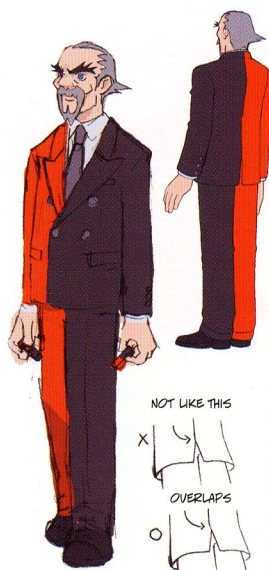
MS. MILLIONS



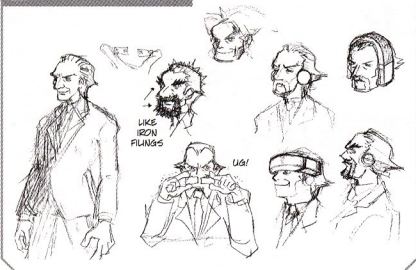
EARLY DRAFT



GAUSS MAGNUS



EARLY DRAFTS



REI SAIKO



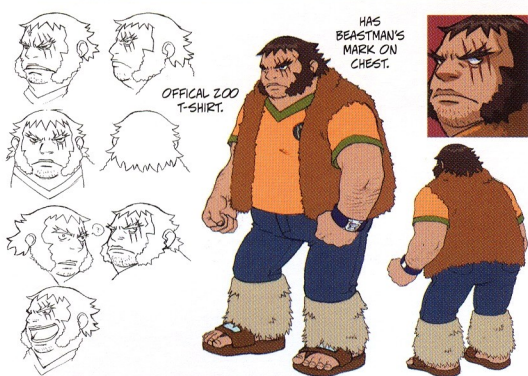
THIS IS THE COSTUME FOR HIS HYPNOSIS SHOW ON TELEVISION.



EARLY DRAFTS



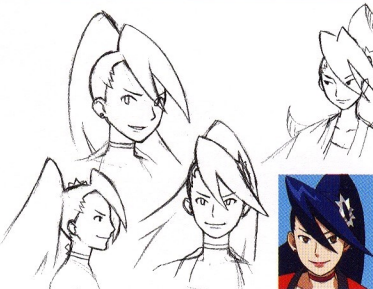
TAKEO INUKAI



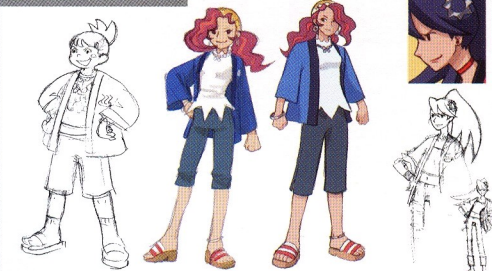
EARLY DRAFTS



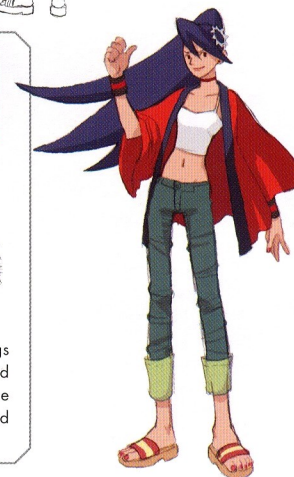
TAMAKO SHIRAIZUMI



EARLY DRAFTS



During development, this character was nicknamed "Hot Springs Tamako," and she had an egg theme going with her shirt and bandana. Later on, I somehow came to the conclusion that she was no doubt a "bad girl" when she was younger, which resulted in the slightly tougher look. (Ishihara)



MAMORU URAKAWA



NAVI'S MARK

NOBORU SUNAYAMA

REGARDING SUNAYAMA'S HEAD:
SHORT, NATURALLY WAVY HAIR



EARLY DRAFTS



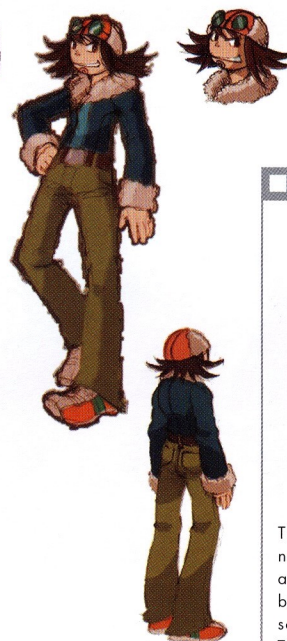
»» Mamoru Urakawa's mother



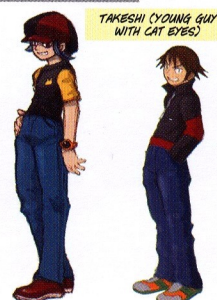
»» NetBattler Q



TORA

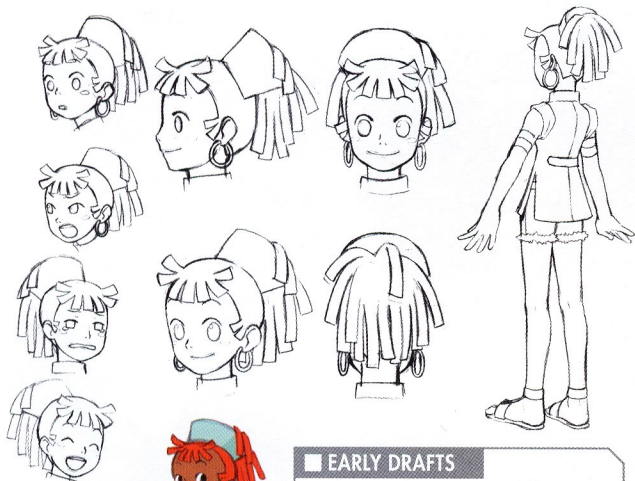


EARLY DRAFTS

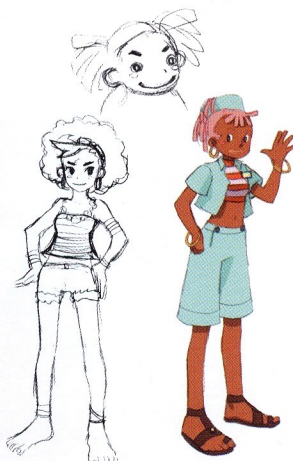


This early version of Tora was named Takeshi, and had cat eyes and a casket hat. He was rejected, but I felt that was kind of a waste, so I used Takeshi as a base for Terry in BN4. (Ishihara)

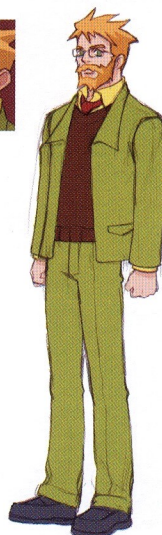
ANETTA



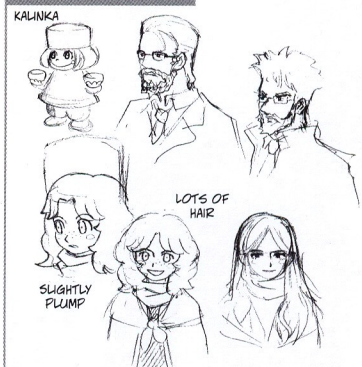
EARLY DRAFTS



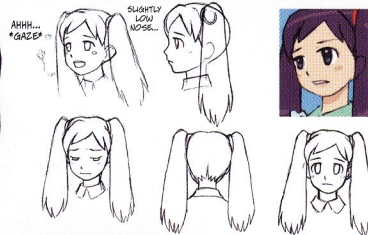
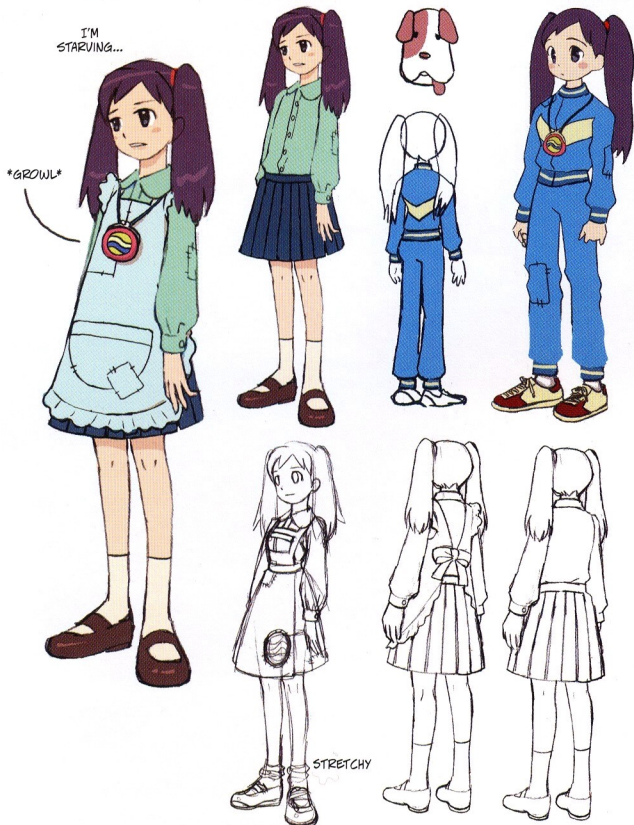
COSSACK



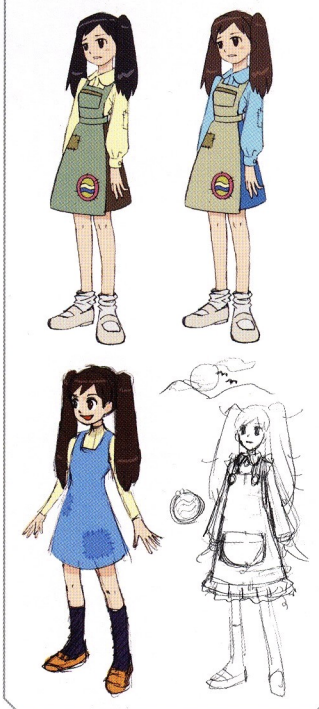
EARLY DRAFTS



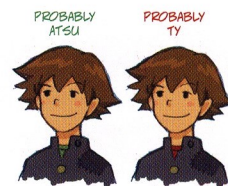
When I heard Cossack would make an appearance, I assumed Kalinka would be with him, so I had sketches of her in the margins... but she never did show up in-game. (Ishihara)



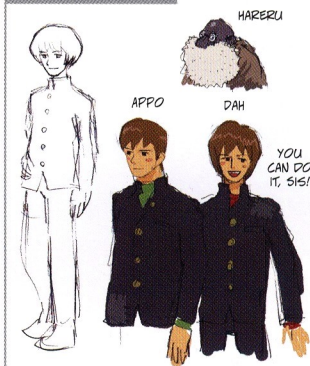
EARLY DRAFTS



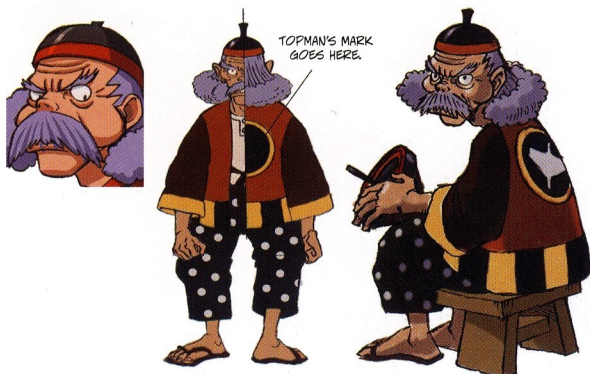
ATSU AND TY



EARLY DRAFTS



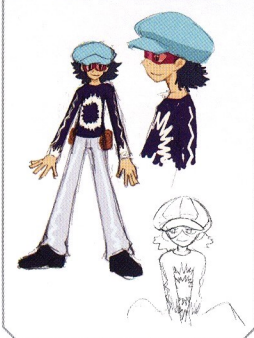
TENSUKE TAKUMI



TERRY JOMON



EARLY DRAFTS

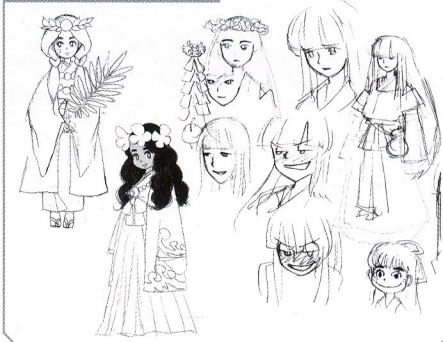


LILLY

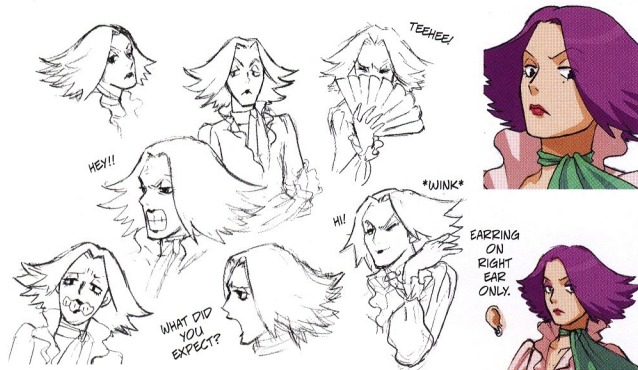


Perhaps I should have incorporated the leaves in her hand as an accessory or prop...? (Nakajima)

EARLY DRAFTS



VIDDY NARCY



EARLY DRAFT



ATSUKI HOMURA



EARLY DRAFTS



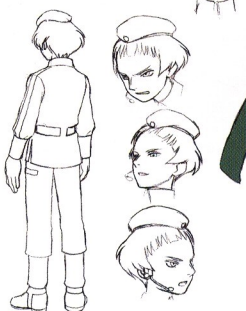
RAIKA



EMBLEM ON COAT



EAR PIECE



IVAN CHILLSKI

EARLY DRAFT



DIRECTOR OZUMA

Director Kojima, who worked on Konami's "Boktai: The Sun is in Your Hand," was the model for this character. I was really surprised when Konami sent us 360-degree photos of the director's face for reference. The photos really helped a lot. (Ishihara)

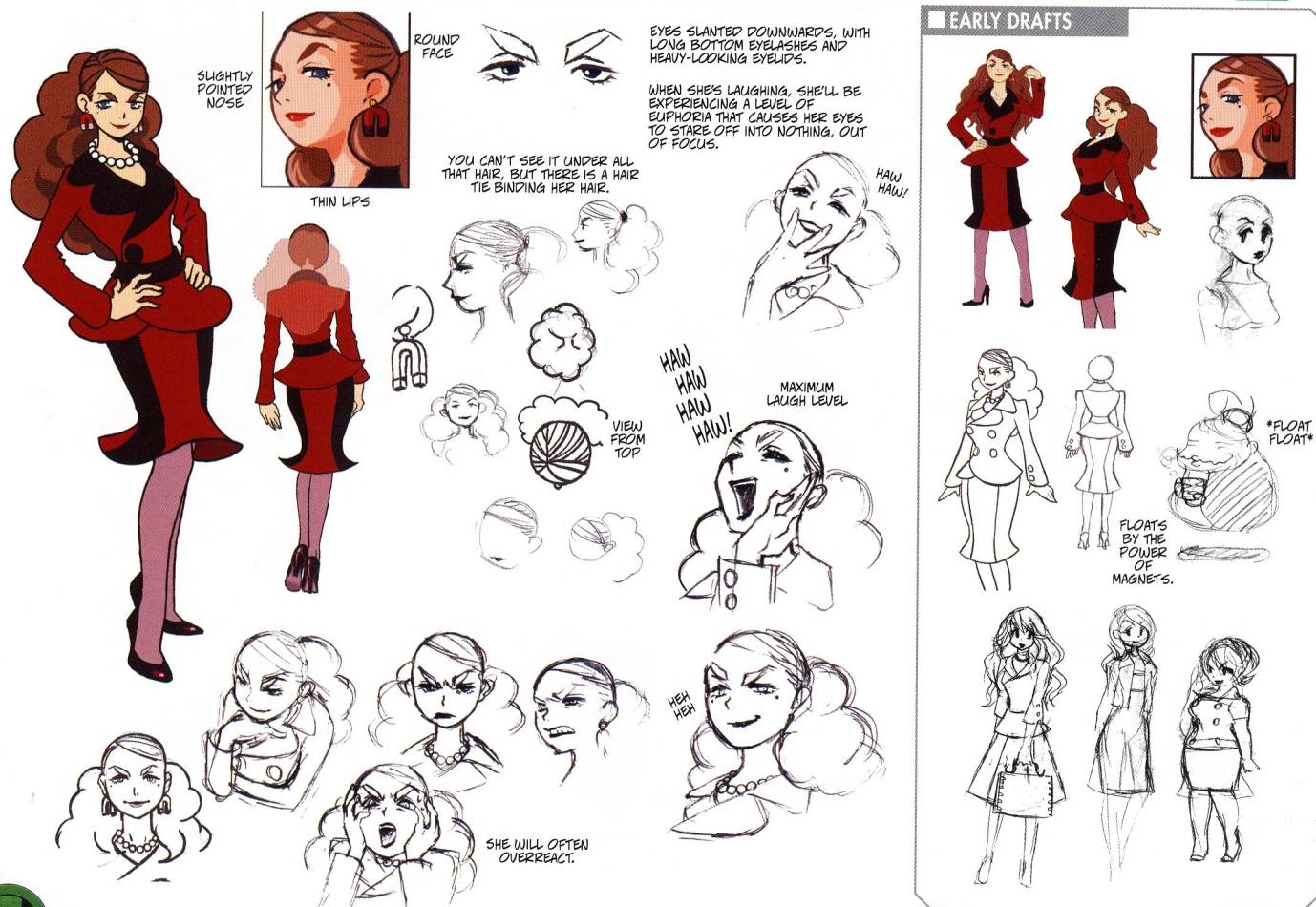
EARLY DRAFT



EARLY DRAFTS



The version on the right was rejected because there was too much forehead showing.



CHARLIE AIRSTAR

044

GYROMAN'S OPERATOR

THERE IS STITCHING AROUND THE BASE OF THE THUMB ON HIS GLOVES. THE STITCHES SHOULD BE VISIBLE WHEN WE GET A CLOSE-UP VIEW.

THE STITCHING ON THE INSIDE OF HIS PANT LEGS SHOULD BE ERRATIC.

DUSK

044

EARLY DRAFTS

FYREFOX

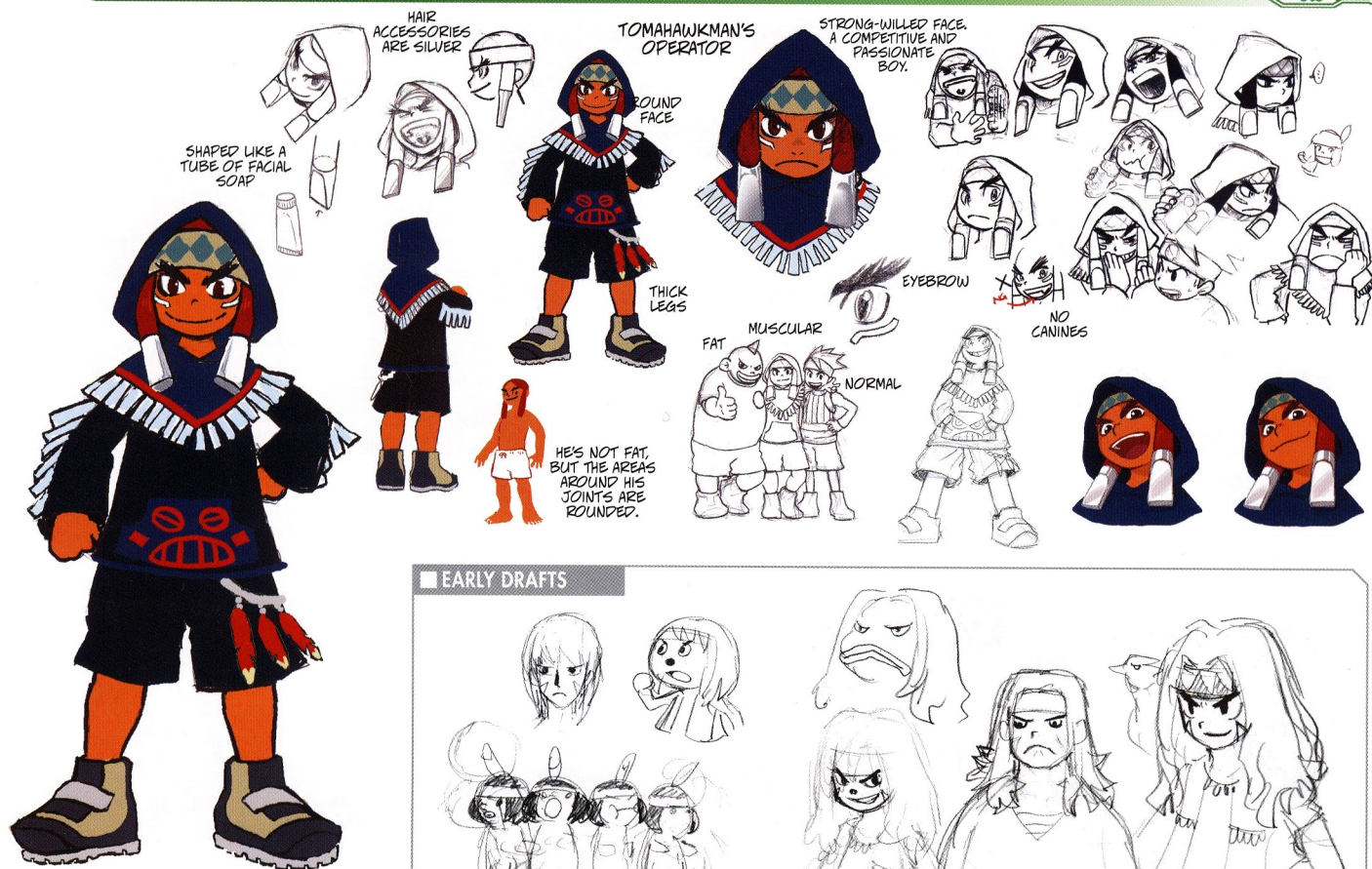
045

CAT EYES, SAME SHAPE AS NAPALMMAN

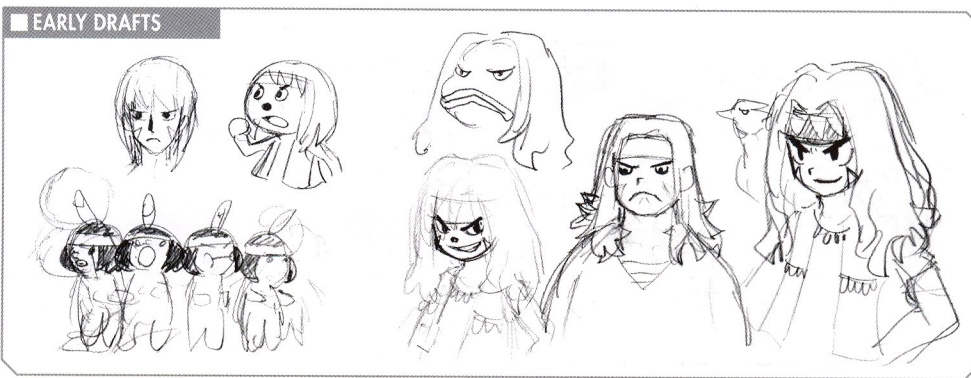
EARLY DRAFTS

BANDANA HAS FIREWORKS PATTERN ON IT

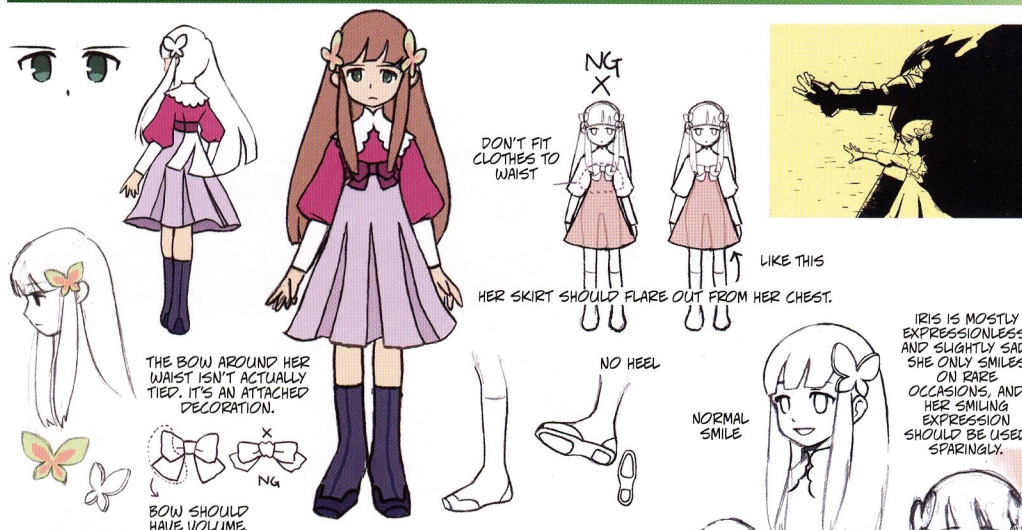
107



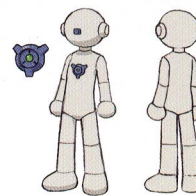
EARLY DRAFTS



IRIS

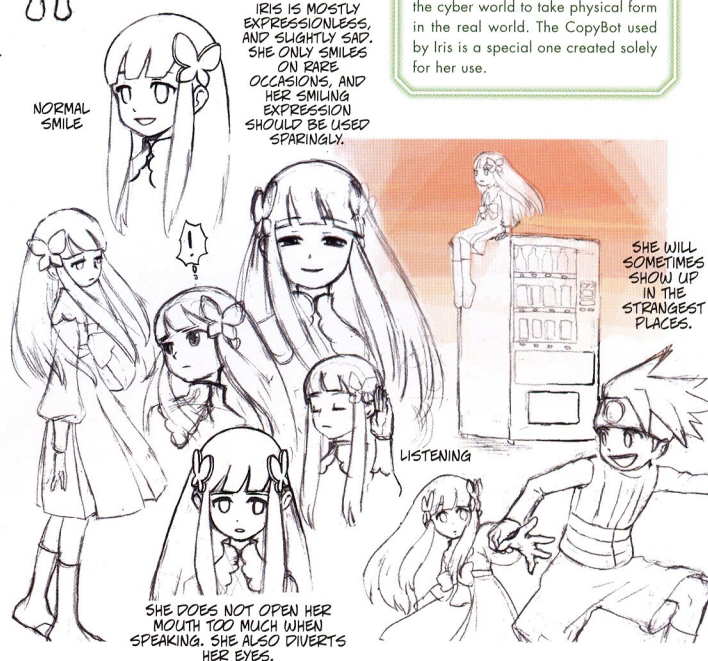
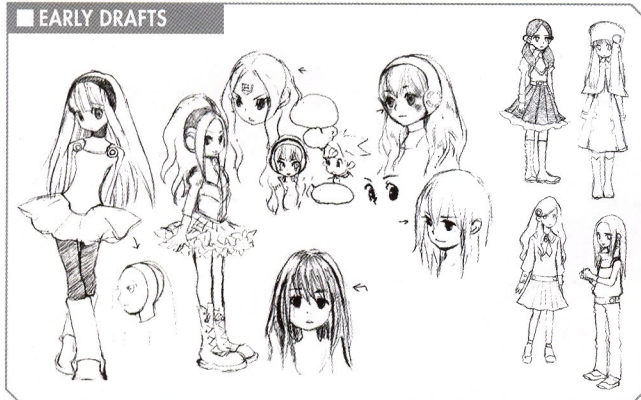


COPYBOT

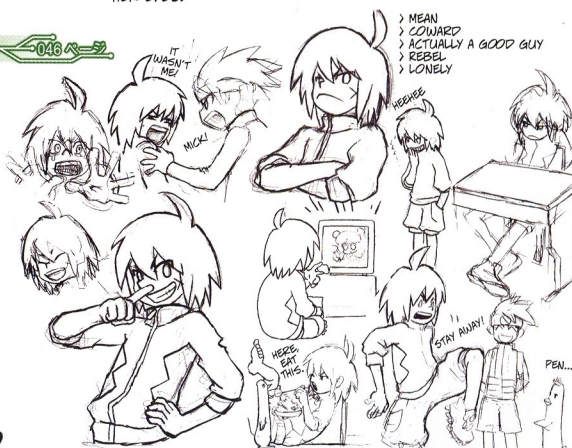
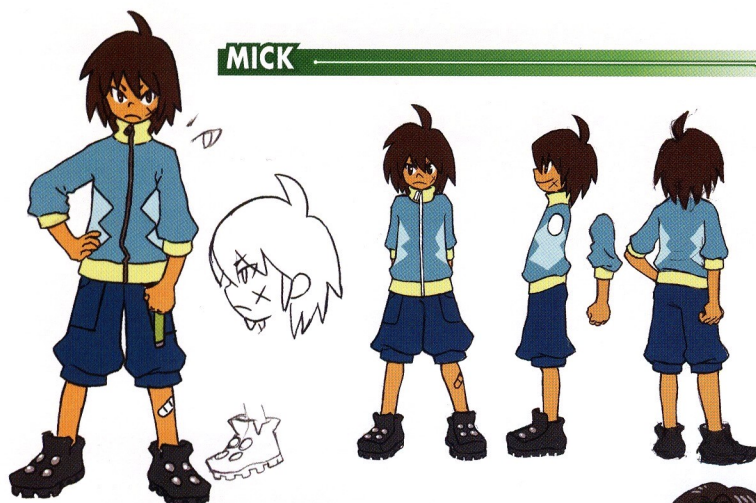


A robot that allows a NetNavi from the cyber world to take physical form in the real world. The CopyBot used by Iris is a special one created solely for her use.

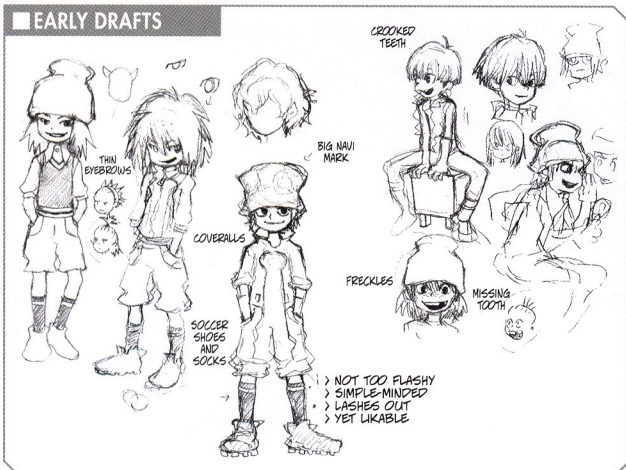
EARLY DRAFTS



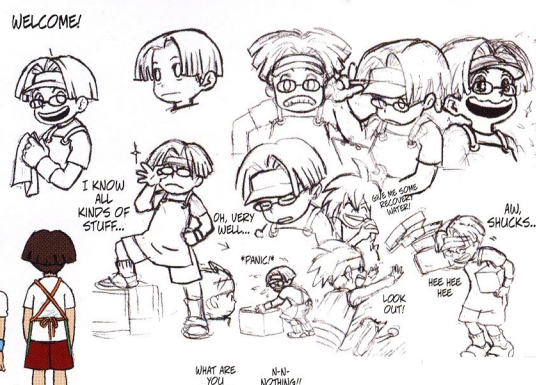
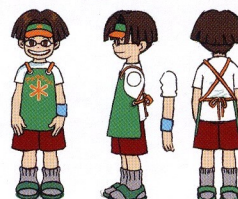
MICK



EARLY DRAFTS



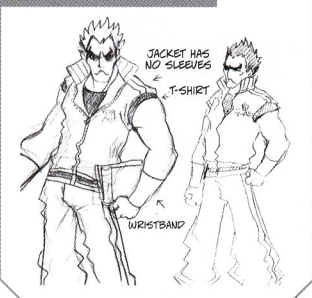
TAB



JOE MACH



EARLY DRAFTS



YUIKA

19 YEARS OLD

THERE IS A TEARDROP PEARL ON HER CHOKER.

PURSE

SHE DOESN'T ALWAYS NEED TO BE HOLDING HER PURSE. SHE CAN JUST HAVE IT WHEN IT'S NECESSARY.

TEARDROP PEARL CHOKER. BACK SHOULD LOOK LIKE THIS.

ROUNDED TIP ON SHOE

CHILDISH REACTIONS

EVEN WHEN SHE IS ANSWERING TO AUTHORITY, SHE NEVER ACTS SUBMISSIVE. IF ANYTHING, SHE IS SECRETLY STICKING HER TONGUE OUT EVEN WHEN TAKING ORDERS.

PAT FAHRAN

THERE IS NO CORD IN BETWEEN. VIEW OF APRON FROM SIDE.

PANTS

WITH HER LEGS SPREAD.

HER GRINNING MOUTH IS HER MOST DEFINING FEATURE.

SIDE

CENTER OF HAIR

WITHOUT HEADBAND

NO IDEA...

WATCH WHERE YOU'RE SWINGING THAT THING!

HAVEN'T YOU EVER PEELED A POTATO BEFORE?

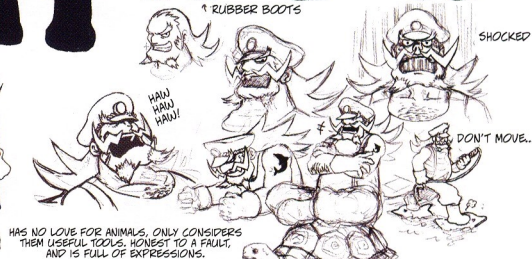
EARLY DRAFTS



CAPTAIN BLACKBEARD



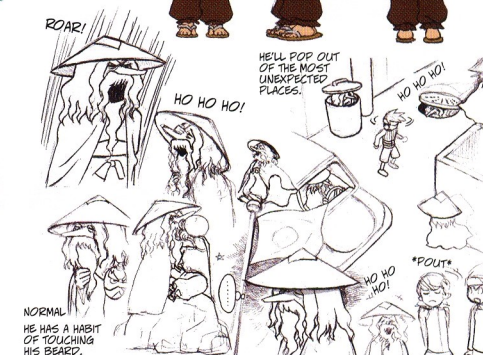
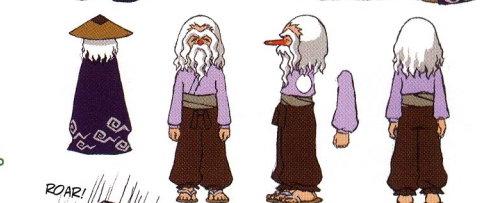
CIRCUSMAN'S OPERATOR



EARLY DRAFTS



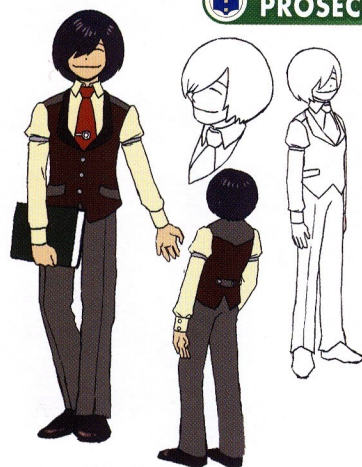
MASTER FENG-TIAN



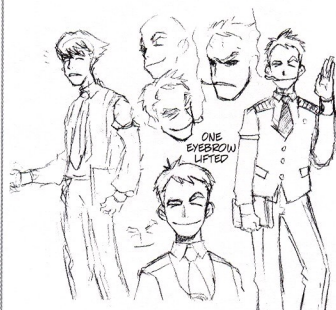
EARLY DRAFTS



PROSECUTOR ITO



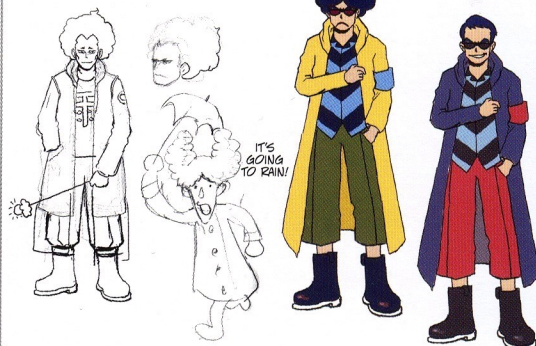
EARLY DRAFTS



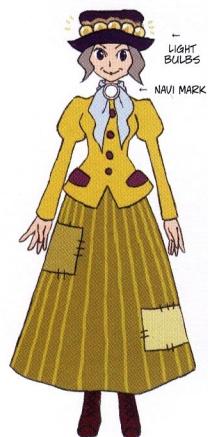
VIC



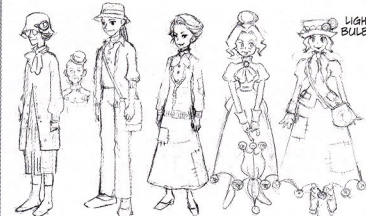
EARLY DRAFTS



ANN ZAP



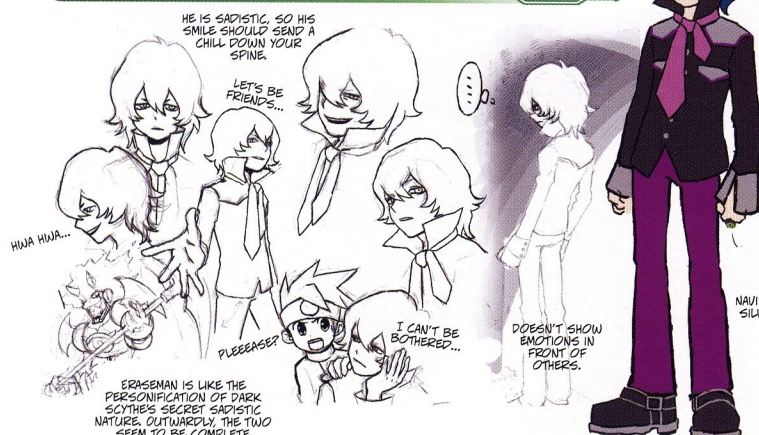
EARLY DRAFTS



MOLIARTY



DARK SCYTHE

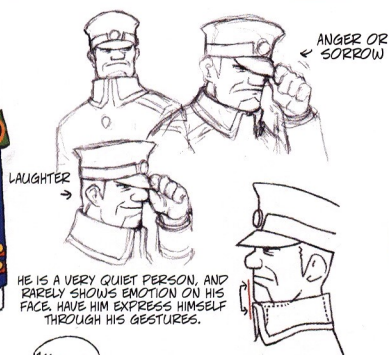


EARLY DRAFTS





AL FERRY

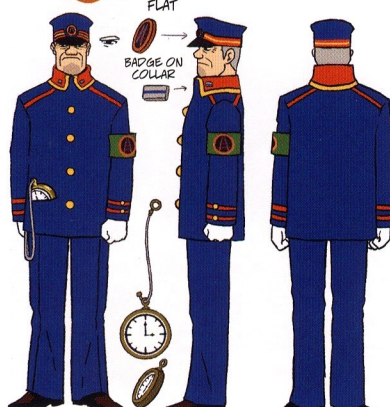


HE IS A VERY QUIET PERSON, AND RARELY SHOWS EMOTION ON HIS FACE. HAVE HIM EXPRESS HIMSELF THROUGH HIS GESTURES.

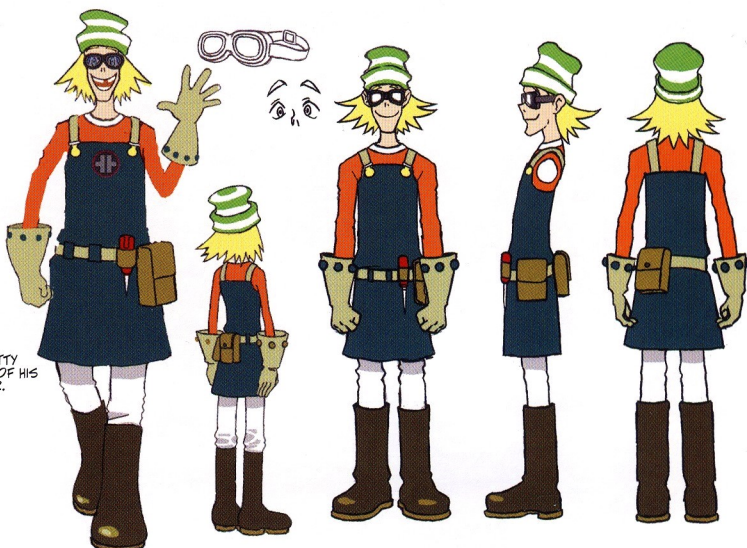
FROM THE SIDE, HIS COLLAR COMES UP PRETTY HIGH, BUT IT SHOULD BE STRAIGHT. THE TIP OF HIS CHIN SHOULD BE HIDDEN BEHIND HIS COLLAR.



DECORATION ON HAT



MR. PRESS

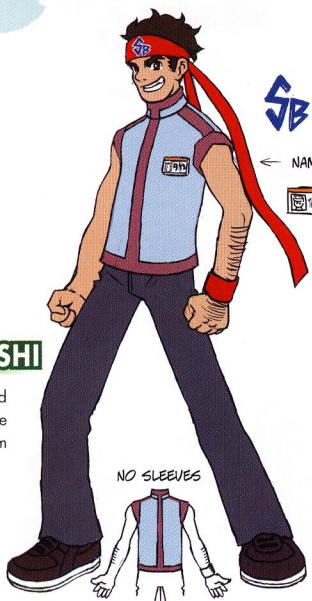
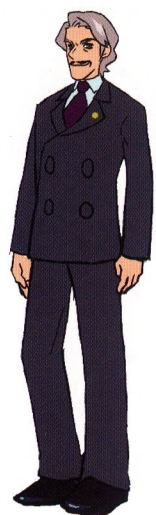


EARLY DRAFT



KAI TODOROKI

MAYOR CAIN



SOUL BATTLER TAKESHI

→ This design was for an e-Card illustration. He's wearing the uniform of someone from Scilab. (Nakajima)

SB

NAME TAG



MARK ISN'T FINAL

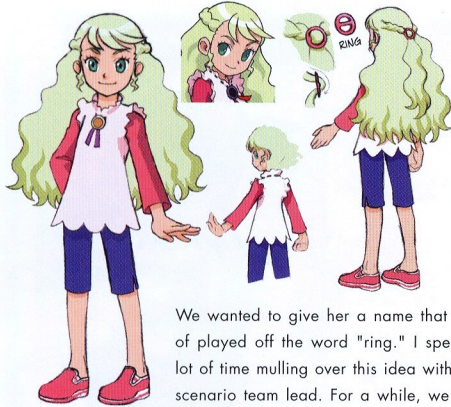


EARLY DRAFTS



MARY TOWA

048



We wanted to give her a name that sort of played off the word "ring." I spent a lot of time mulling over this idea with the scenario team lead. For a while, we just referred to her as "Ms. Banana," on account of her hair. (Ishihara)

MR. HAT

049



EARLY DRAFTS



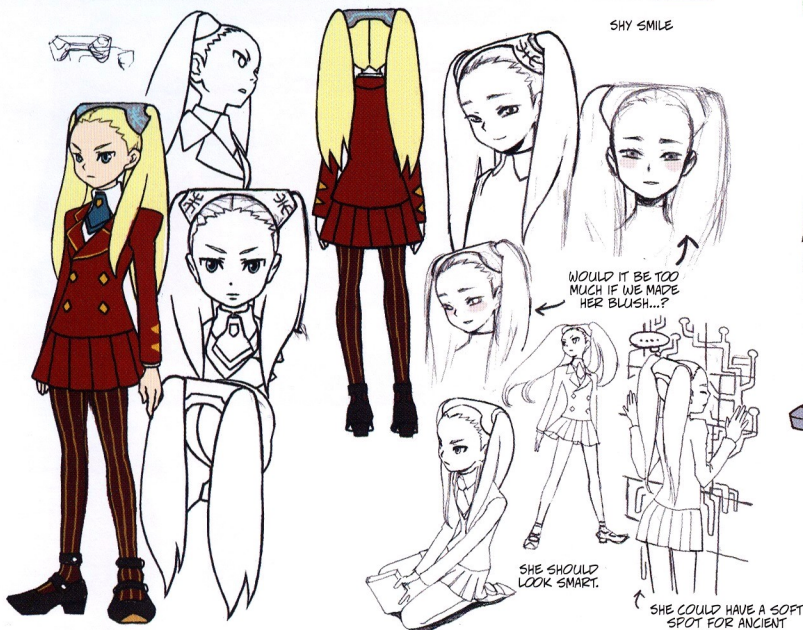
A ROUNDED SILK HAT.



He's supposed to be a magician, but it seems I somehow got that confused with a lion tamer from the circus. (Ishihara)

SHERRICE

049



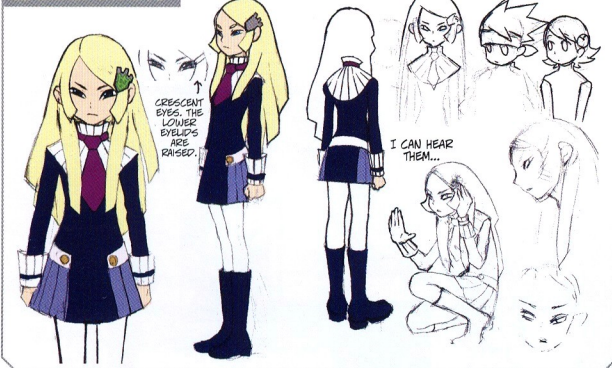
SHY SMILE

WOULD IT BE TOO MUCH IF WE MADE HER BLUSH...?

SHE SHOULD LOOK SMART.

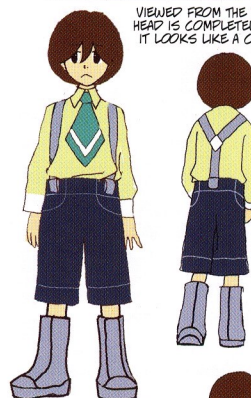
SHE COULD HAVE A SOFT SPOT FOR ANCIENT RELICS AND SUCH.

EARLY DRAFTS



SHUICHI EBOSHI

049



VIEWED FROM THE BACK, HIS HEAD IS COMPLETELY ROUND. IT LOOKS LIKE A CHESTNUT.



THE LINES ON HIS CLOTHES CONNECT FROM FRONT TO BACK!

EARLY DRAFTS



NOBODY

049



HEIGHTS



ADORNMENTS

ARCHAIC LETTERS

分 見 米 水 子 弓
中 天 五 木 西 月

THE ADORNMENTS ON HIS HAT ARE PIECES LIKE THIS CONNECTED TOGETHER.

HAIR ACCESSORY

NECK ACCESSORY

HE WEARS SIX OF THESE

We were told to make him bold and gaudy! (Ishihara)

EARLY DRAFTS



NPC

OTHER ILLUSTRATION



NPC - ADULT MALES AND FEMALES



NPC - MALE AND FEMALE WORKERS



■ **EARLY DRAFT**



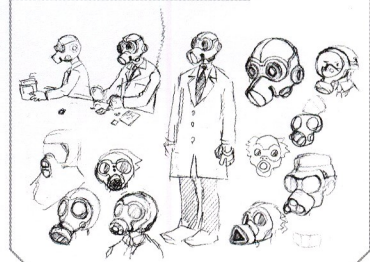
NPC - MIDDLE-AGED MEN AND WOMEN

**NEBULA MEMBER**

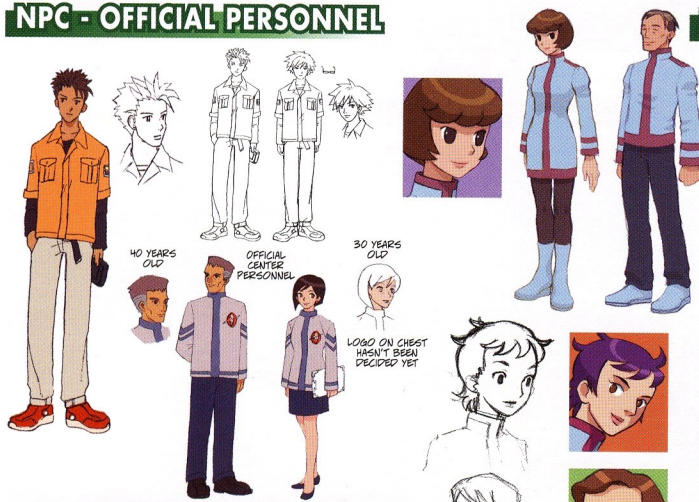
NPC - SENIORS



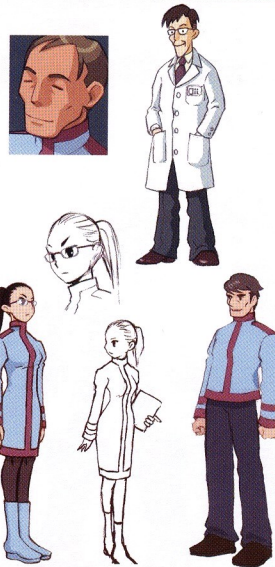
■ EARLY DRAFTS



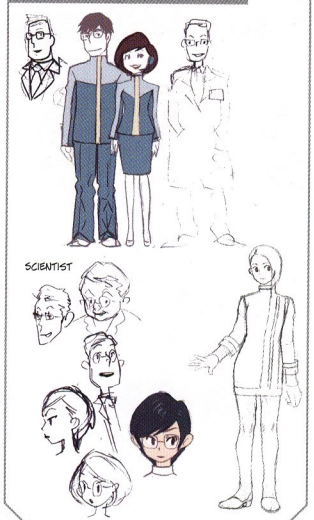
NPC - OFFICIAL PERSONNEL



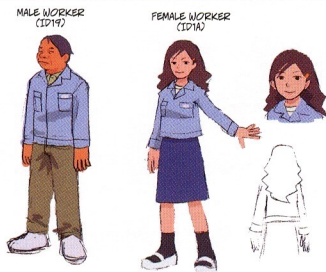
NPC - SCILAB PERSONNEL



EARLY DRAFTS



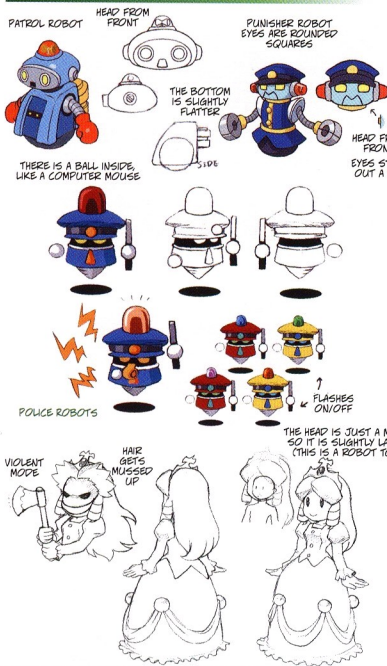
NPC - WATERWORKS BUREAU STAFF



UNUSED CHARACTERS

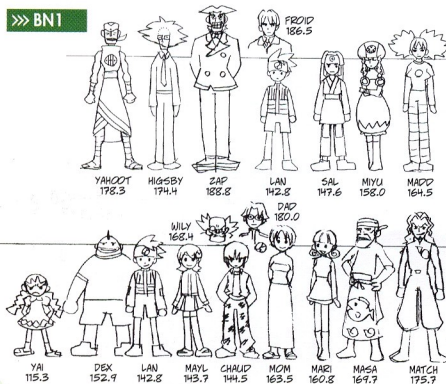


NPC - ROBOTS

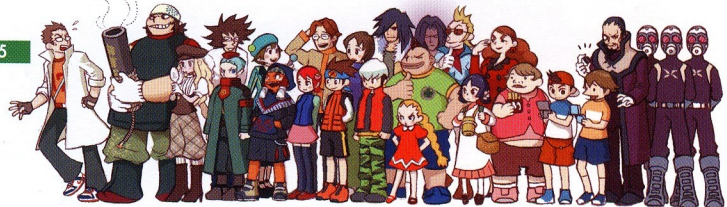


SIZE COMPARISON CHARTS

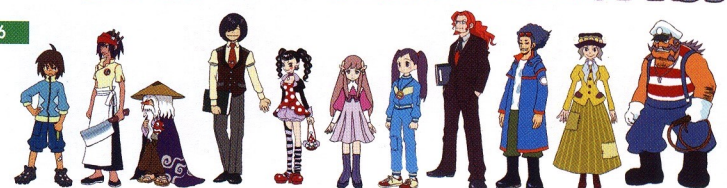
>>> BN1



>>> BN5



>>> BN6

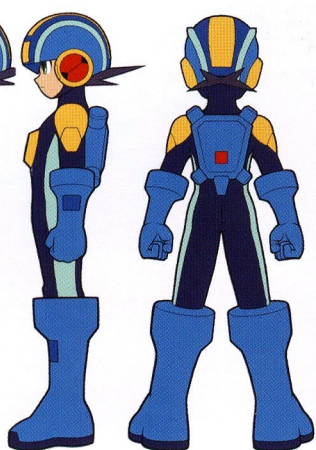


MEGAMAN

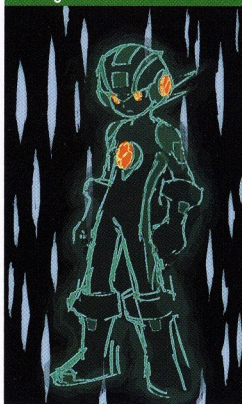
MEGAMAN.EXE



NORMAL STYLE



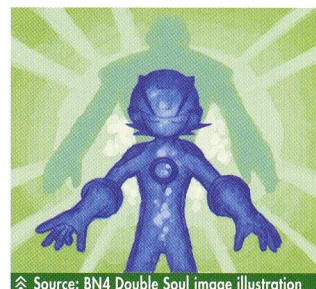
Source: BN4 Full Synchro image illustration



Source: BN1 Early Sketch



BN4 Dark MegaMan



Source: BN4 Double Soul image illustration

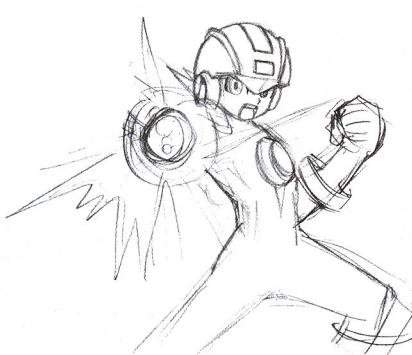
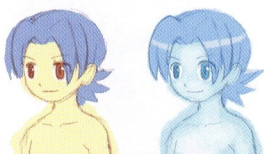
Hub



Soul Window

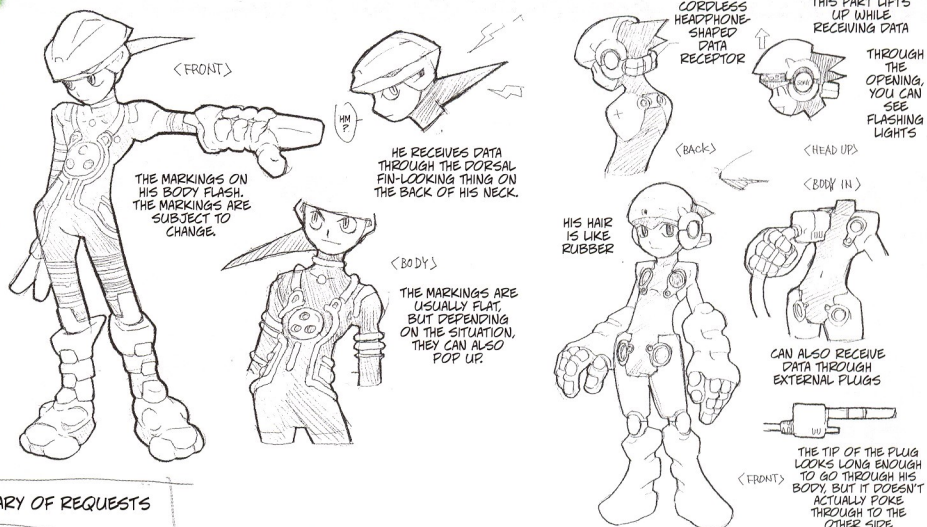


EARLY DRAFTS



MEGAMAN - EARLY CONCEPT ART

During the early stages, discussions about the new Mega Man leaned more towards him having a slightly different form, with the marking that links him to the main character and added volume toward his extremities. As we moved forward, however, his silhouette evolved to become more human in appearance, and the markings were turned into the more symbolic Navi marks to make for a simpler design overall. MegaMan's Navi mark started off as the letter "H" for "Hikari." (Ishihara)



#0 APPROXIMATELY THIS HEIGHT AND THESE PROPORTIONS OR SHORTER

SUMMARY OF REQUESTS

#1 THE ROUND PARTS ON HEAD SHOULD ROTATE AS VISOR COMES DOWN

#2 HAS HAIR

#3 MORE VOLUME BY ADDING CABLES THAT CONNECT TO HIS BACK (BACKPACK)

#4 THE CHEST PIECE WILL HAVE A PANEL (CLOCK?) WITH BUTTONS, ETC.

#6 HIS WAIST PART HAS A COMPARTMENT FOR THE DATA PLUG, AND A BUTTON TO REEL THE PLUG IN

#5 LARGE ARMS, SMALL HANDS. STUCK THE REEL ARM ON THERE FOR NOW

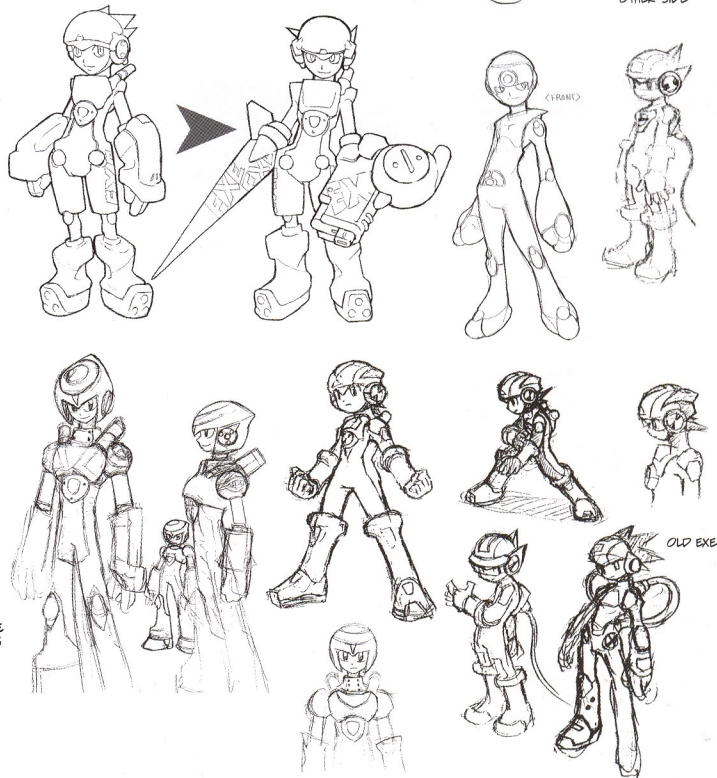
#7 LEGS ARE NORMAL SIZE FOR NOW

#8 THE GENERAL DETAILING SHOULD BE RATHER SIMPLE. THE MORE SPECIFIC PARTS (LIKE THE PLUG, ETC.) ARE WHERE ALL OF THE FINER DETAIL WILL BE FOCUSED.

#9 DATA OUTPUT PORTS SHOULD BE LOCATED ON HIS EARS, BACK, AND THE BOTTOMS OF HIS FEET

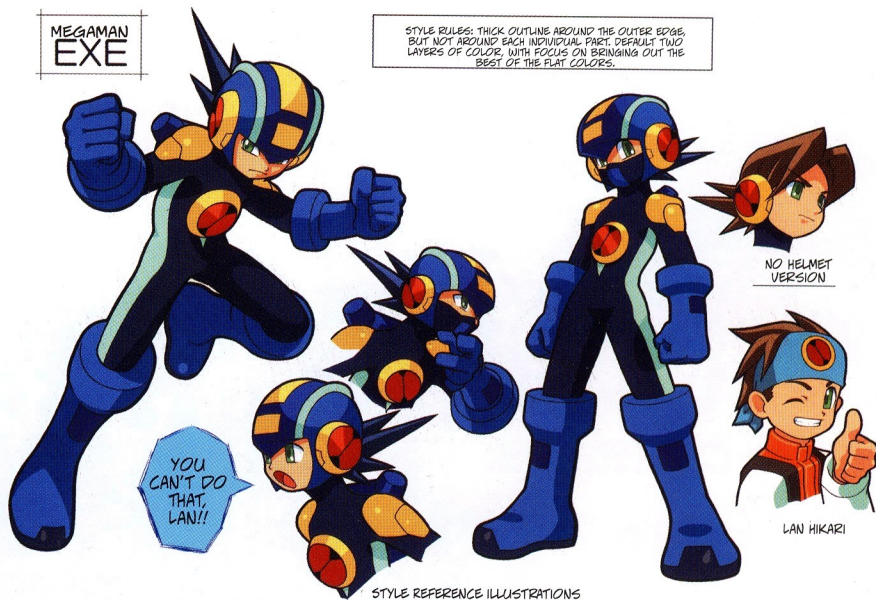
#11 ALL PARTS SHOULD HAVE MARKINGS (TO GIVE A SENSE OF CUSTOMIZATION). THERE MUST BE SPECIFIC AREAS THAT ARE COMMON IN DESIGN BETWEEN MEGAMAN AND THE MAIN CHARACTER, SO THAT THEY FIT WELL TOGETHER.

#10 MAKE THE LINES PRETTY SIMPLE OVERALL, SO THAT KIDS WILL BE ABLE TO DRAW MEGAMAN

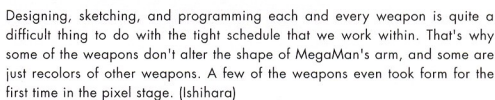


MEGAMAN
EXE

STYLE RULES: THICK OUTLINE AROUND THE OUTER EDGE, BUT NOT AROUND EACH INDIVIDUAL PART. DEFAULT TWO LAYERS OF COLOR, WITH FOCUS ON BRINGING OUT THE BEST OF THE FLAT COLORS.



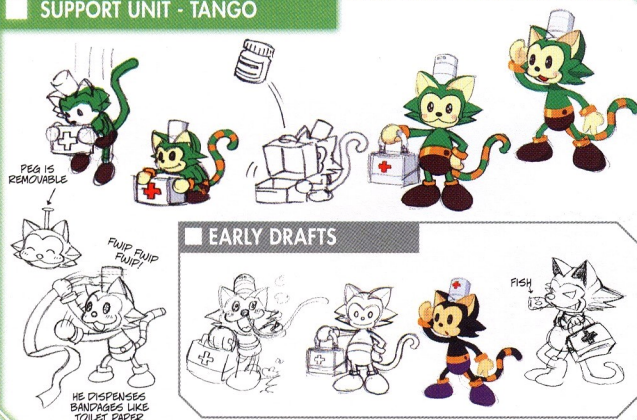
STYLE REFERENCE ILLUSTRATIONS
SHINSUKE KOMAKI



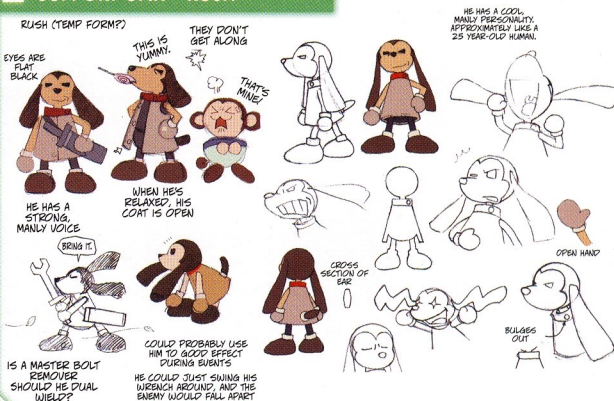
■ EARLY DRAFTS



SUPPORT UNIT - TANGO



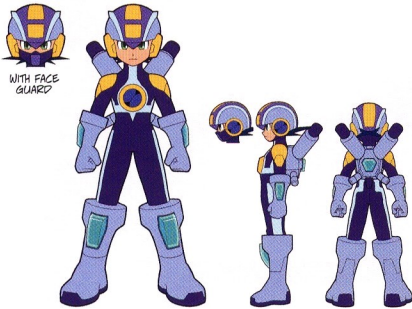
SUPPORT UNIT - RUSH



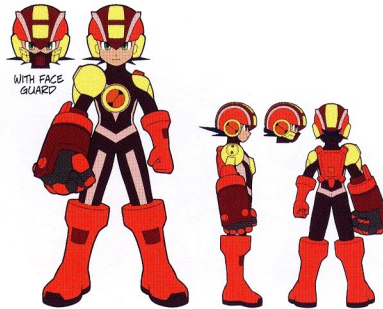
MEGAMAN STYLE CHANGE

054

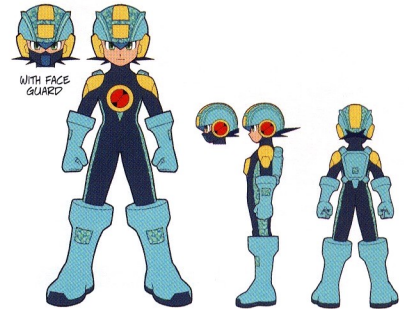
STYLE CHANGE / AQUA CUSTOM STYLE



STYLE CHANGE / HEAT GUTS STYLE



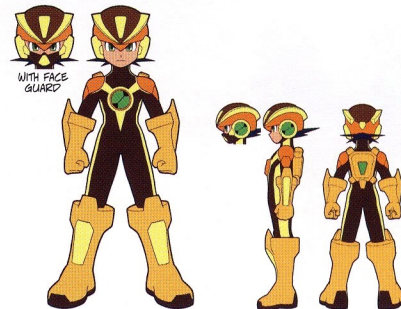
HUB STYLE



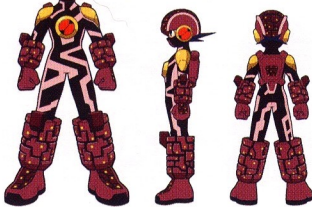
STYLE CHANGE / WOOD SHIELD STYLE



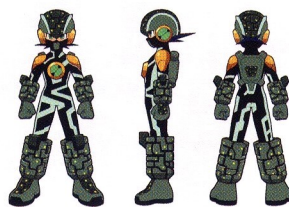
STYLE CHANGE / ELEC BROTHER STYLE



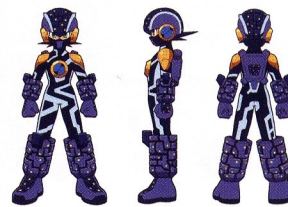
STYLE CHANGE / HEAT BUG STYLE



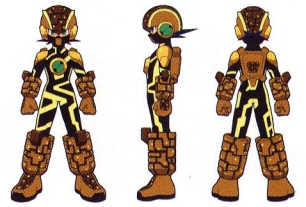
STYLE CHANGE / WOOD BUG STYLE



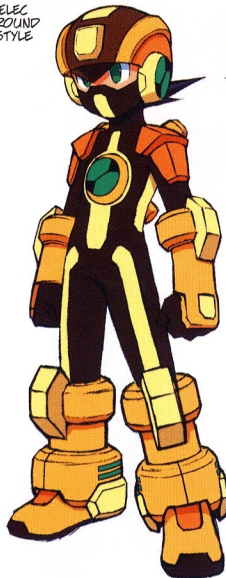
STYLE CHANGE / AQUA BUG STYLE



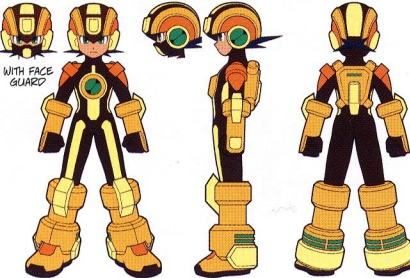
STYLE CHANGE / ELEC BUG STYLE



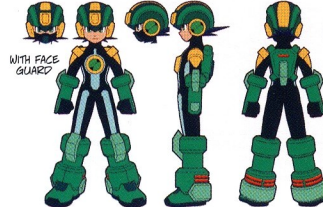
ELEC GROUND STYLE



GROUND STYLE



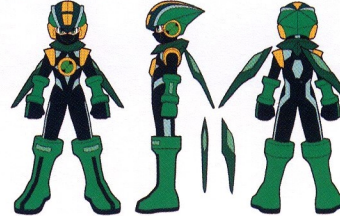
WOOD GROUND STYLE



SHADOW STYLE



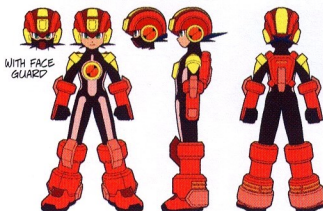
WOOD SHADOW STYLE



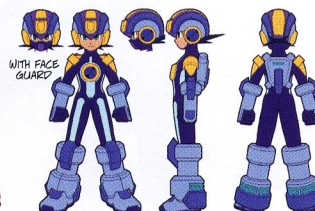
HEAT SHADOW STYLE



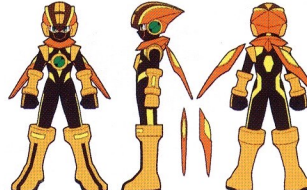
HEAT GROUND STYLE



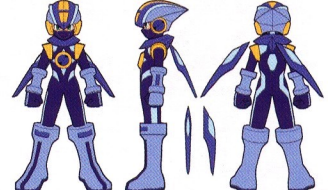
AQUA GROUND STYLE



ELEC SHADOW STYLE

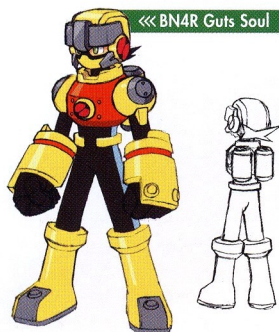


AQUA SHADOW STYLE





«« BN4R Roll Soul



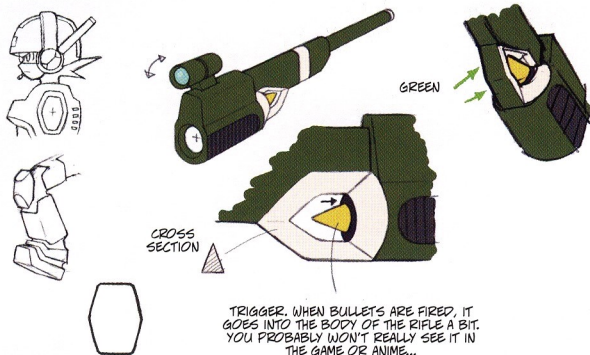
«« BN4R Guts Soul



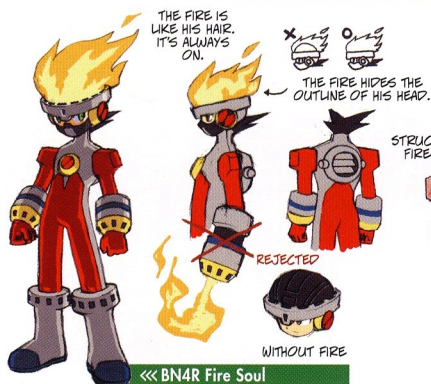
«« BN4R Wind Soul



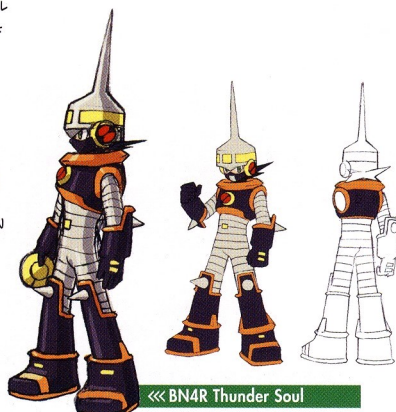
«« BN4R Search Soul



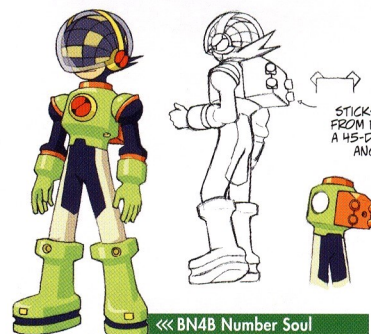
SEARCH SOUL CROSS SECTION OF FOOT



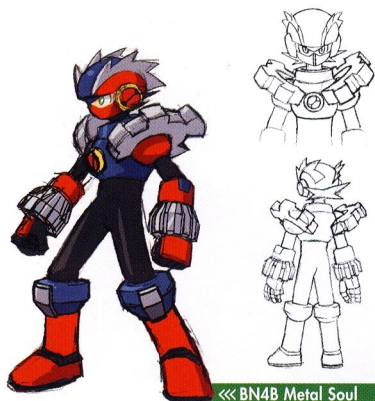
«« BN4R Fire Soul



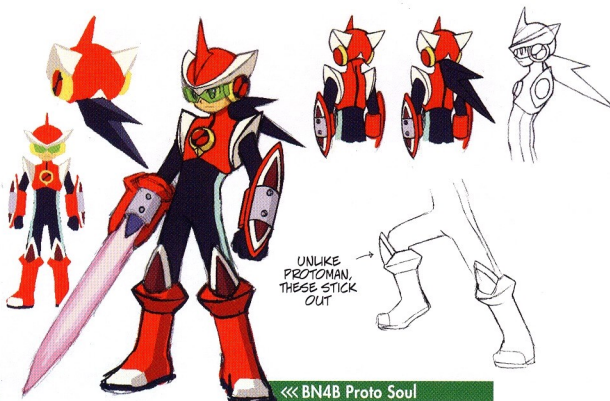
«« BN4R Thunder Soul



«« BN4B Number Soul



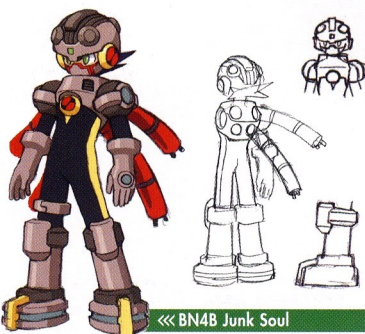
«« BN4B Metal Soul



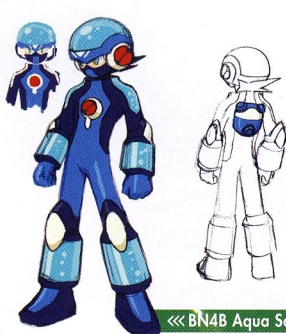
«« BN4B Proto Soul



«« BN5P Proto Chaos



«« BN4B Junk Soul



«« BN4B Aqua Soul



«« BN4B Wood Soul

CHAOS UNISON



«« BN5P Search Chaos

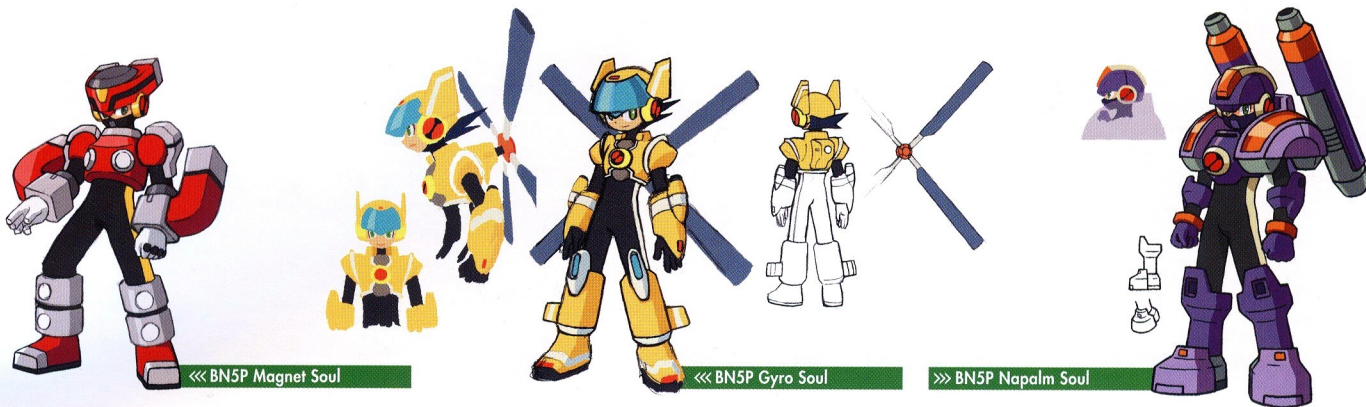
CHAOS UNISON



«« BN5P Proto Chaos

MEGAMAN DOUBLE SOUL (BN5, BN5DS)

055



BN5P Magnet Soul

BN5P Gyro Soul

BN5P Napalm Soul

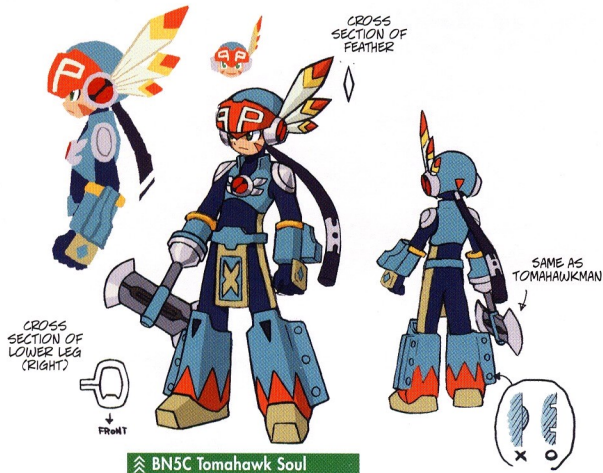


BN5P Meddy Soul

BN5C Colonel Soul

BN5C Knight Soul

BN5C Shadow Soul

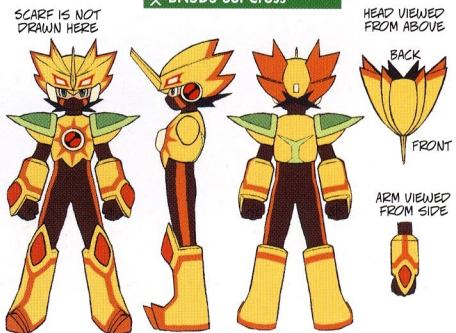


BN5C Tomahawk Soul

BN5C Toad Soul



BN5DS Sol Cross



BN5 Bass Cross

Out of all the different forms MegaMan takes, the Bass Cross is my favorite. That's probably why I took the extra time to draw "wind" lines behind him on this piece of concept art. (Ishihara)

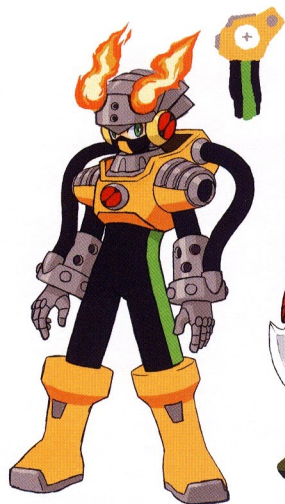
GUTS SOUL

GUTS STYLE BACKPACK



MEGAMAN CROSS

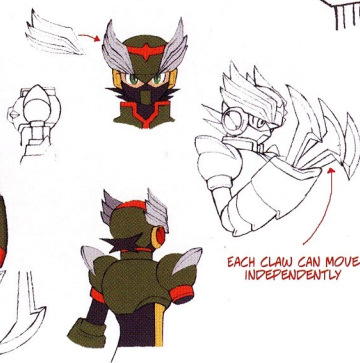
062



BN6G Heat Cross



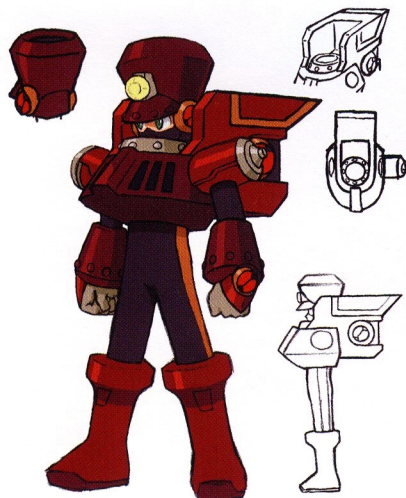
BN6G Slash Cross



BN6G Elec Cross

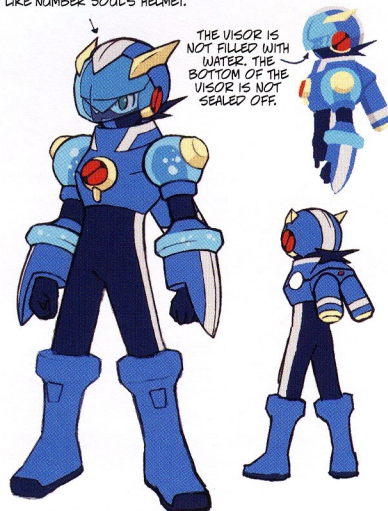


BN6G Erase Cross



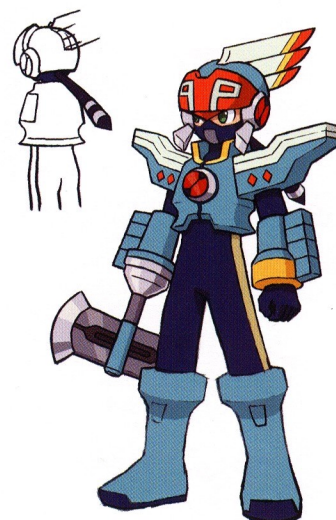
BN6G Charge Cross

THIS HELMET IS SLIGHTLY LARGER THAN NORMAL MEGAMAN'S HELMET. IT'S LIKE NUMBER SOUL'S HELMET.

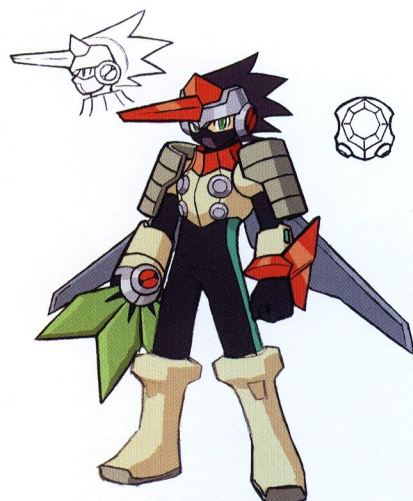


BN6F Aqua Cross

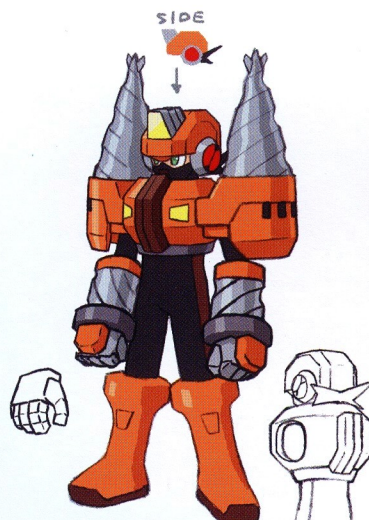
THE VISOR IS NOT FILLED WITH WATER. THE BOTTOM OF THE VISOR IS NOT SEALED OFF.



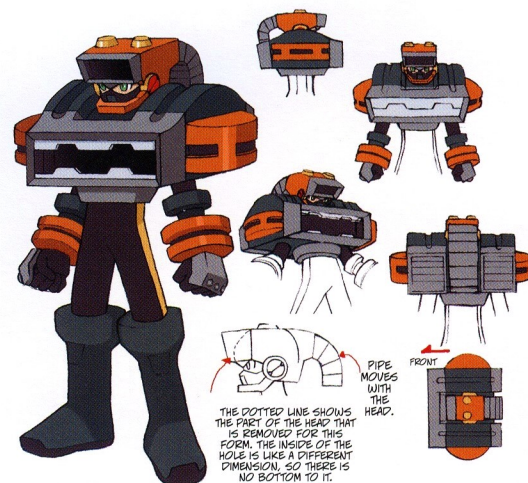
BN6F Tomahawk Cross



BN6F Tengu Cross



BN6F Ground Cross

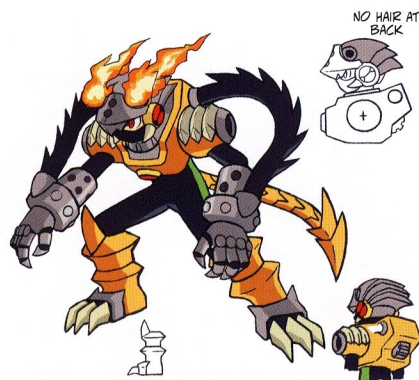


BN6F Dust Cross

THE DOTTED LINE SHOWS THE PART OF THE HEAD THAT IS REMOVED FOR THIS FORM. THE INSIDE OF THE HOLE IS LIKE A DIFFERENT DIMENSION, SO THERE IS NO BOTTOM TO IT.

PIPE MOVES WITH THE HEAD.

FRONT



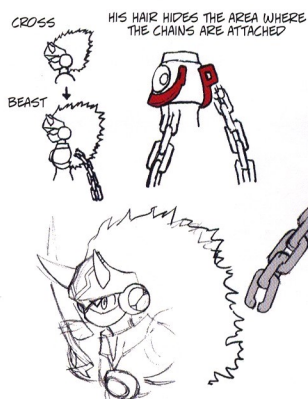
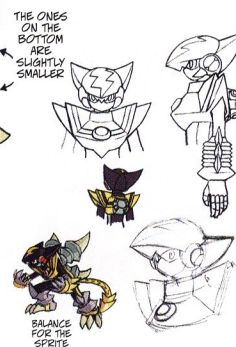
BN6G Heat Beast



BN6G Slash Beast



BN6G Elec Beast



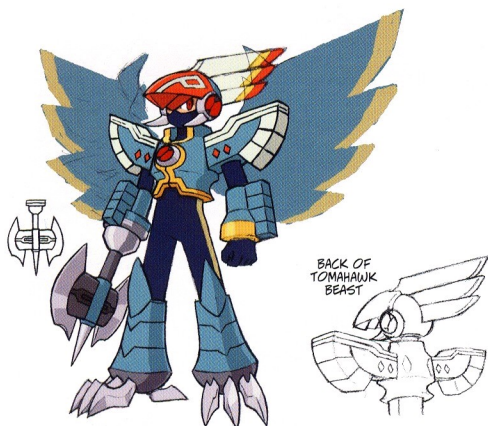
BN6G Erase Beast



BN6G Charge Beast



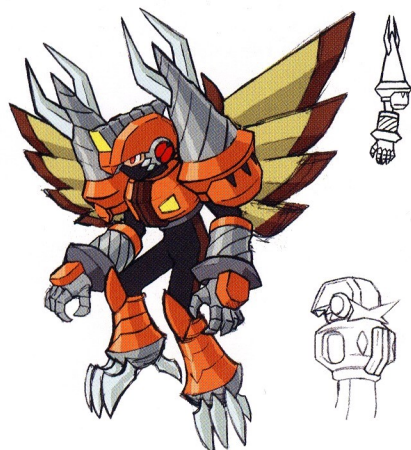
BN6F Aqua Beast



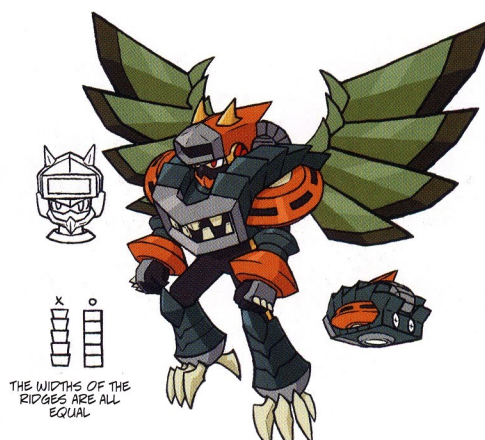
BN6F Tomahawk Beast



BN6F Tengu Beast



BN6F Ground Beast



BN6F Dust Beast

MEGAMAN BEAST OUT

001



BN6G Gregar Beast

SIDE VIEW OF GREGAR BEAST



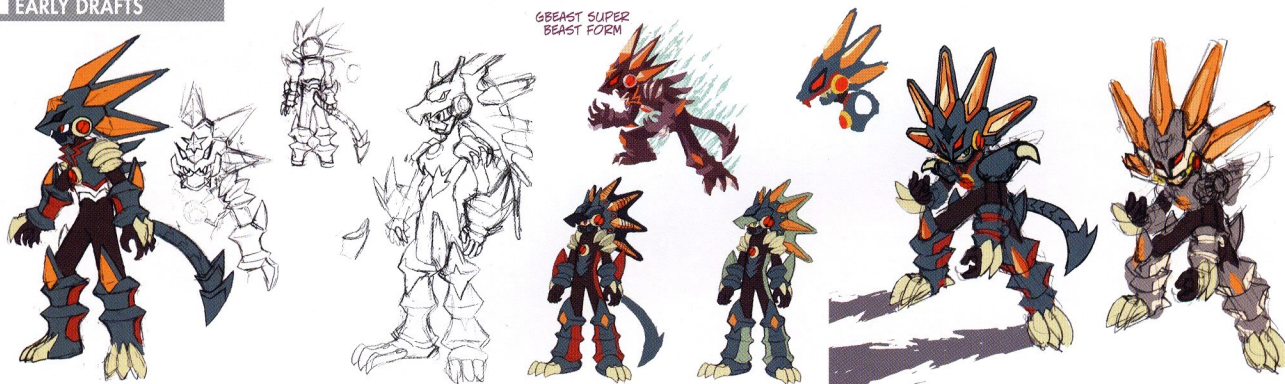
GREGAR'S EMBLEM



GBEAST SUPER BEAST FORM



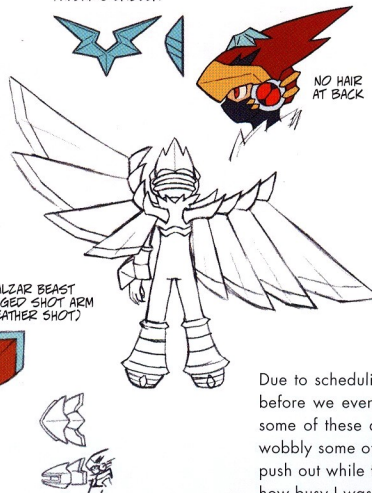
EARLY DRAFTS



BN6F Falzar Beast

BIRD BEAST (TEMP)

FALZAR'S EMBLEM

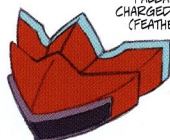


NO HAIR AT BACK

FBEAST SUPER BEAST FORM



FALZAR BEAST CHARGED SHOT ARM (FEATHER SHOT)



Due to scheduling issues with the toy, we had to come up with these before we even had the design for Falzar nailed down. Still, I think some of these are pretty good. In the early drafts, you can see how wobbly some of the lines are... those were the lines that I managed to push out while falling asleep at the same time. (laughs) A testament to how busy I was at the time. (Ishihara)

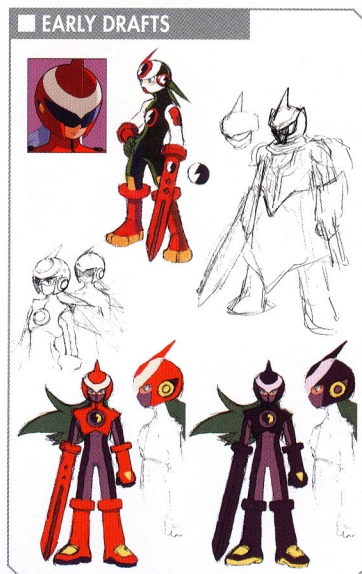
EARLY DRAFTS



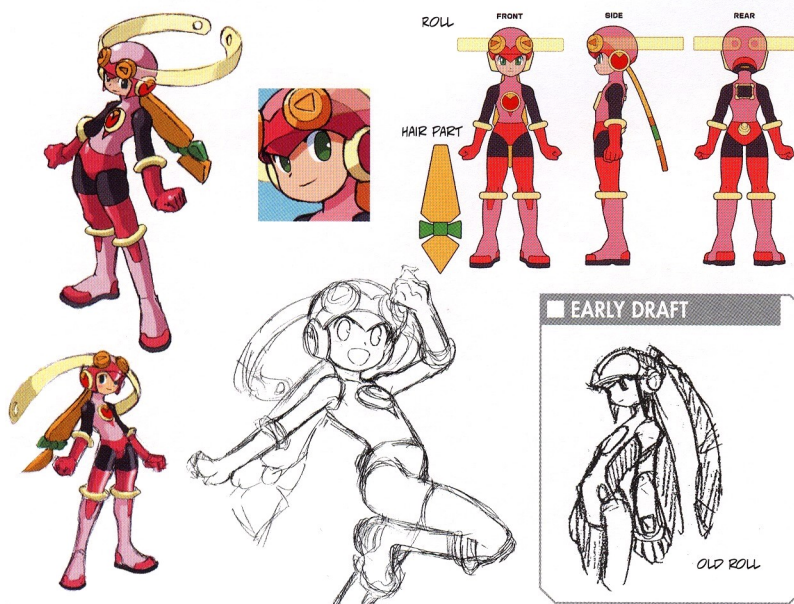


Tomahawk Cross definitely ranks among the top three most difficult MegaMan forms for me to design. I thought I had done the best I could with the TomahawkMan-based form in the previous game... then they came back to me and told me to do another TomahawkMan-based form, only different! (Ishihara)

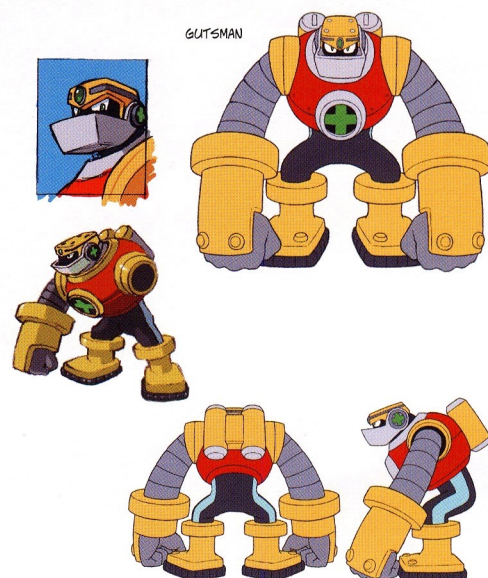
PROTOMAN



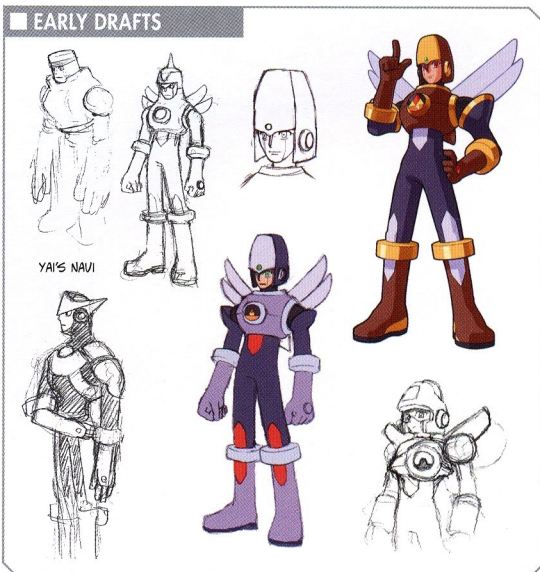
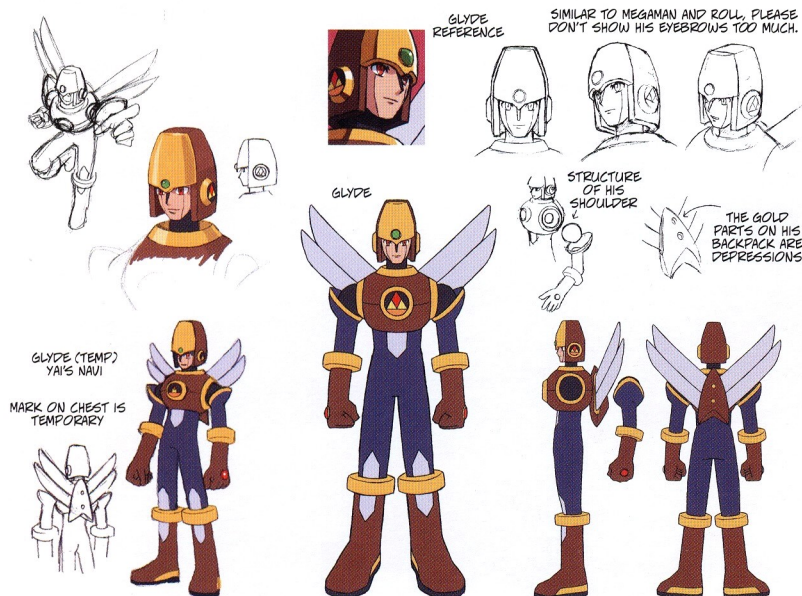
ROLL



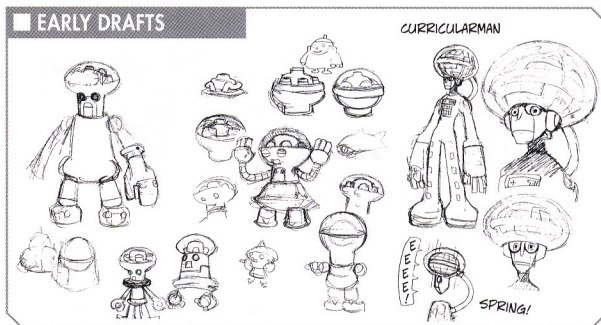
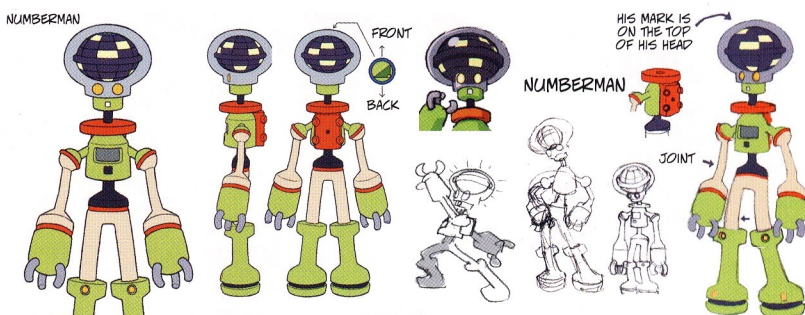
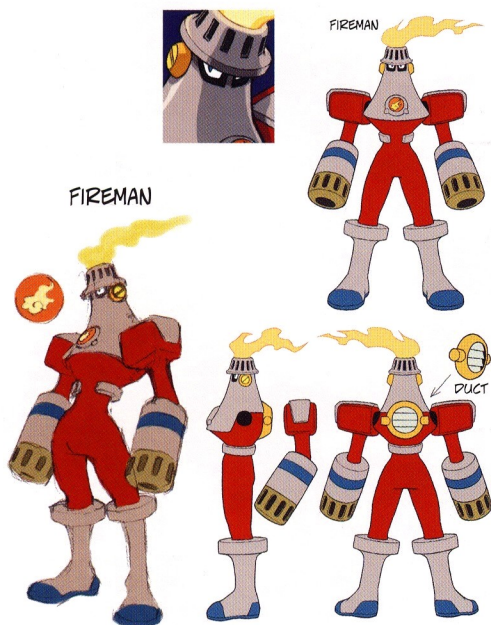
GUTSMAN



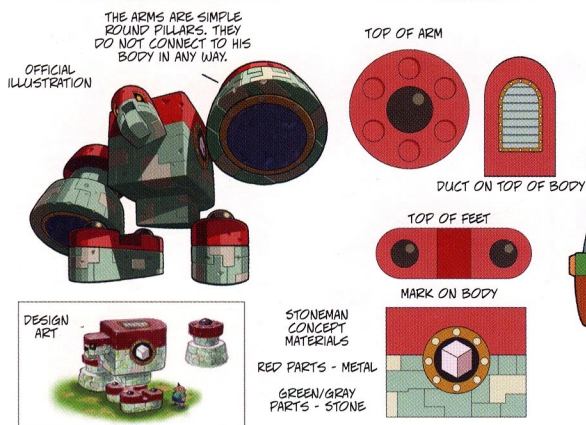
GLYDE



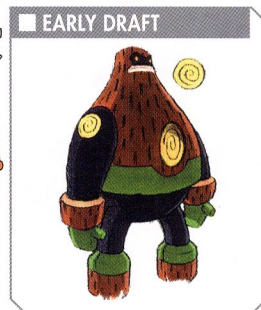
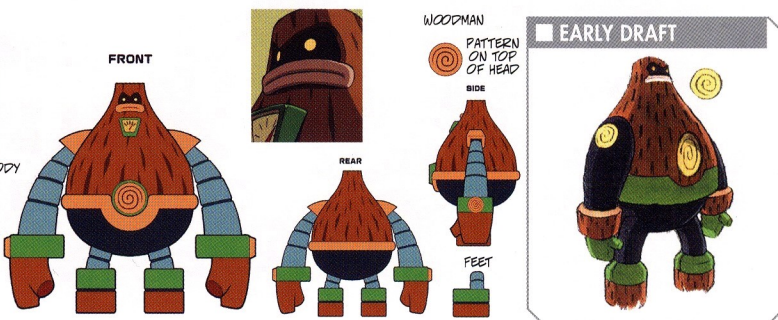
FIREMAN



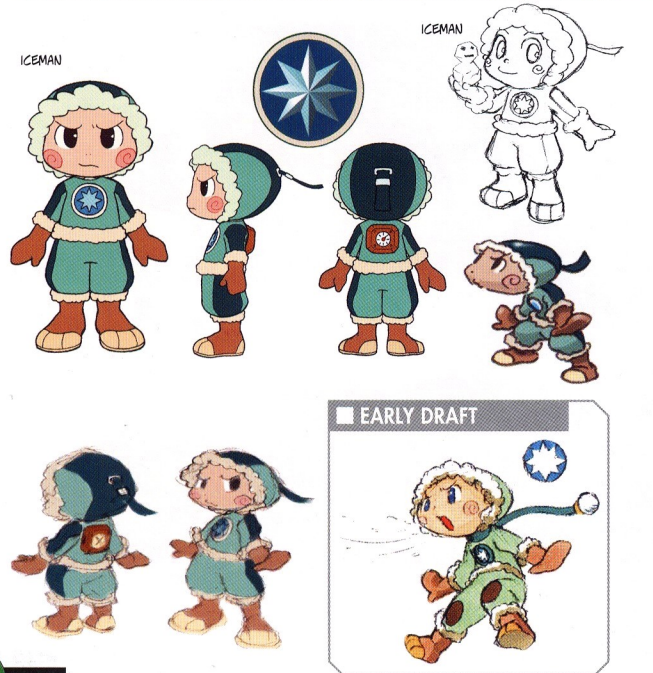
STONEMAN



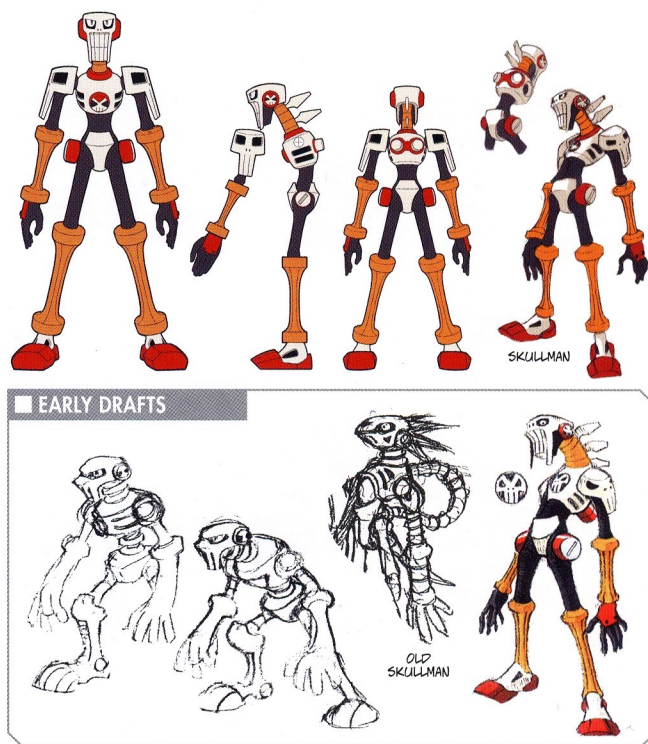
WOODMAN



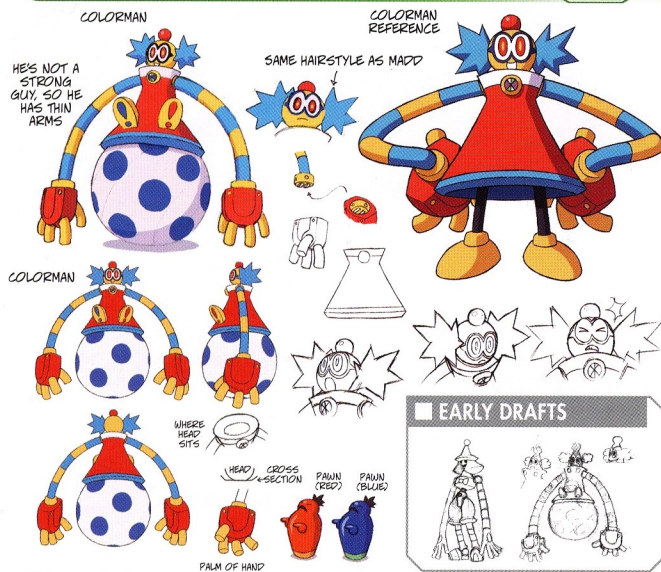
ICEMAN



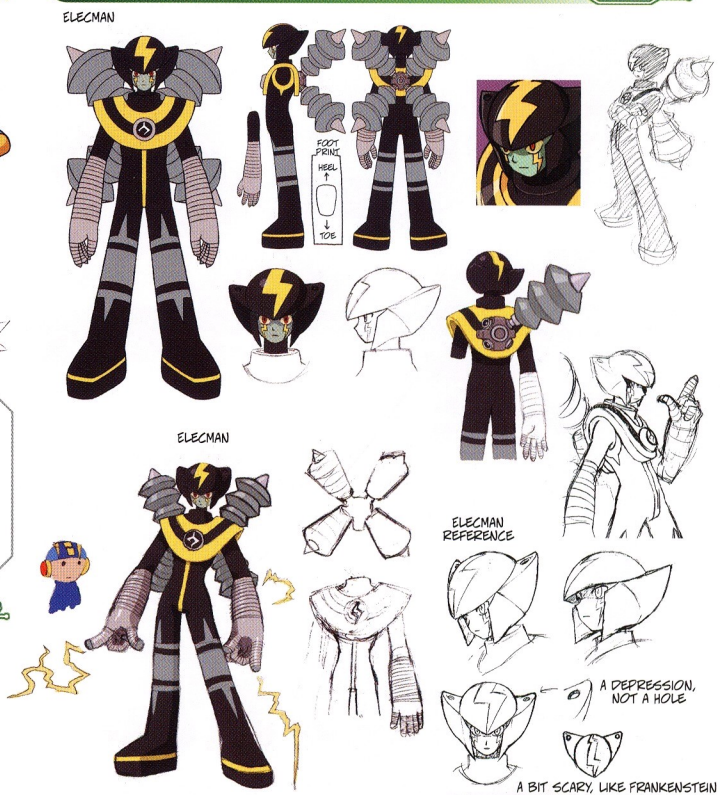
SKULLMAN



COLORMAN



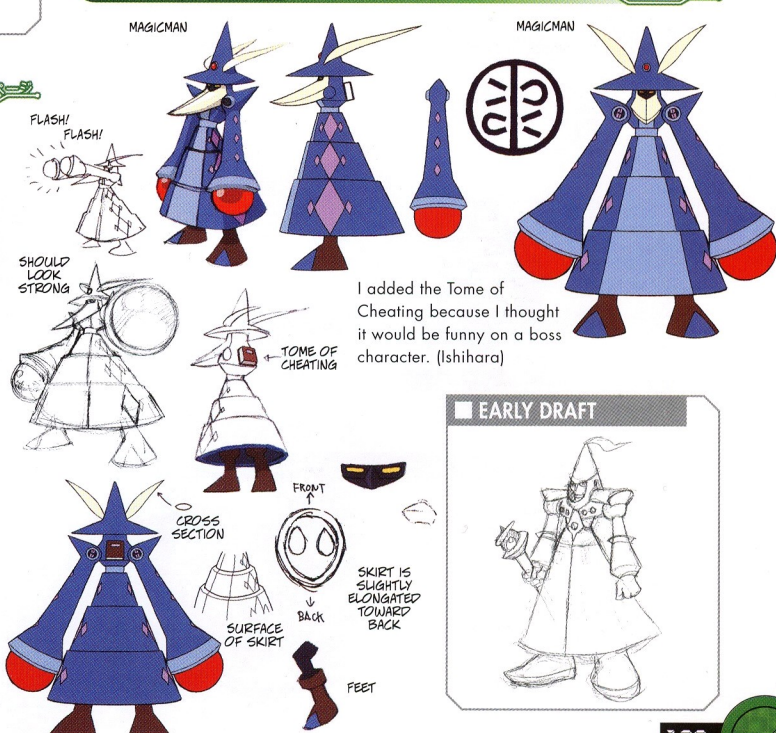
ELECMAN



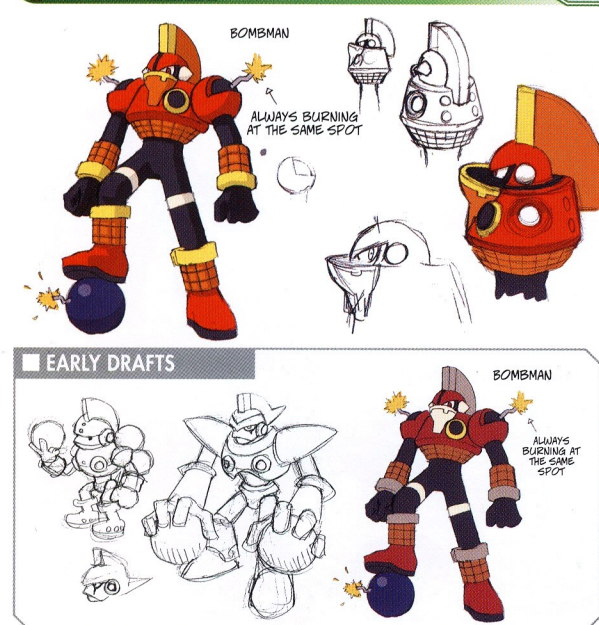
SHARKMAN



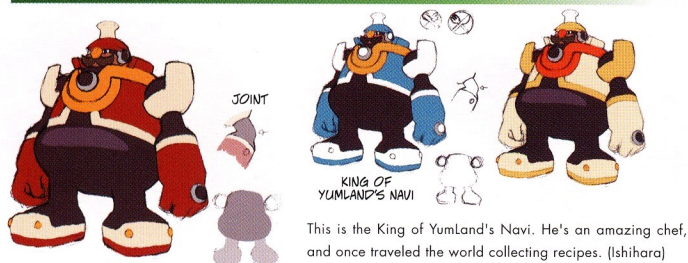
MAGICMAN



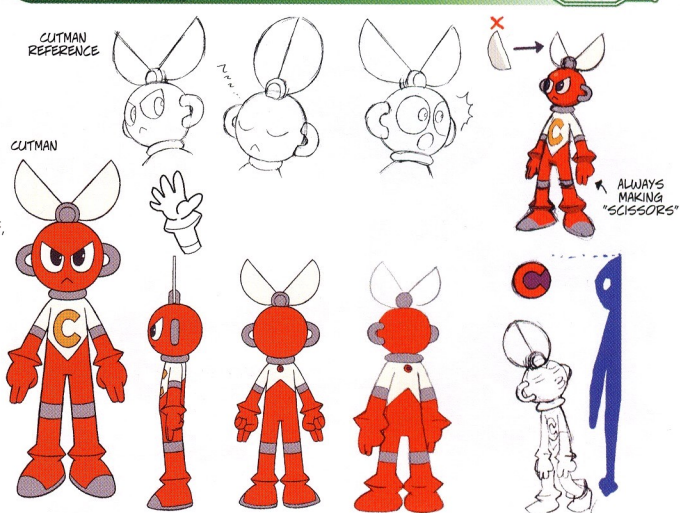
BOMBMAN



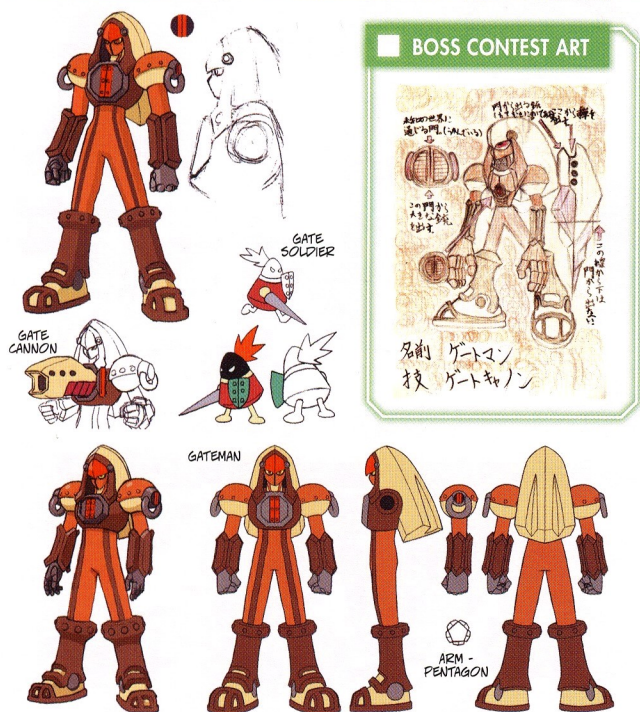
COOKMAN



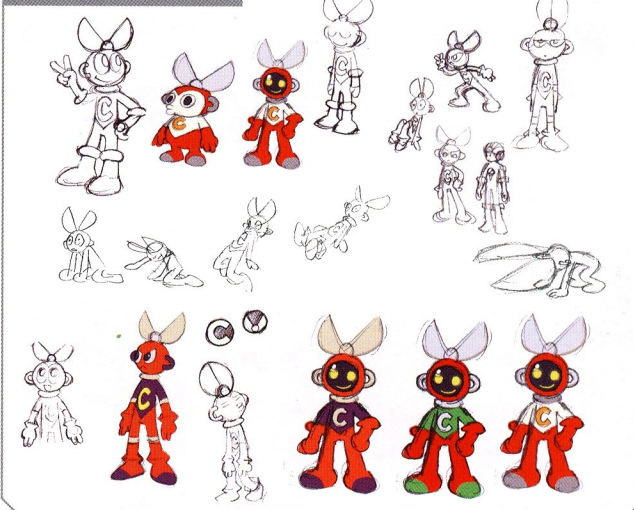
CUTMAN



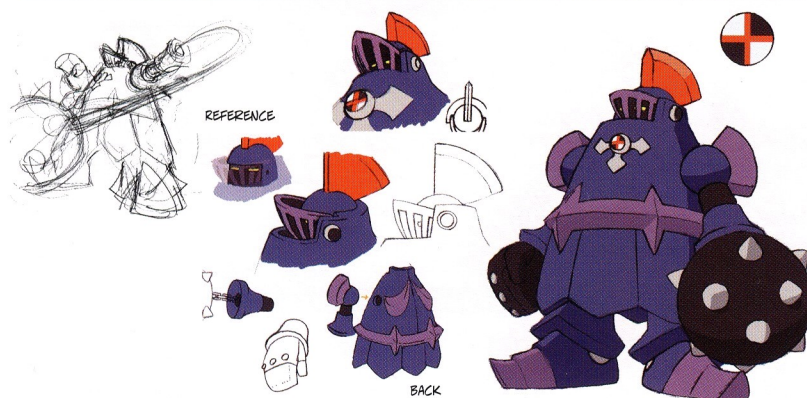
GATEMAN



EARLY DRAFTS



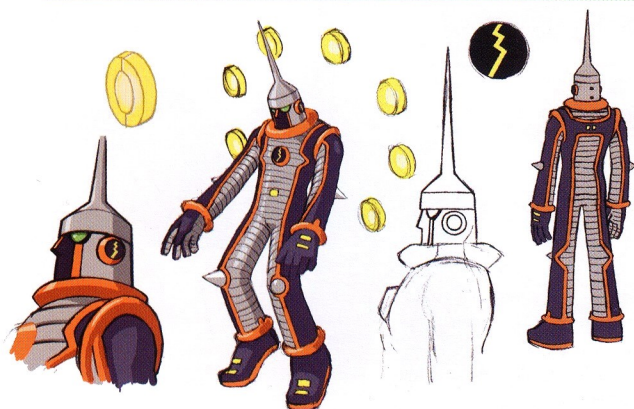
KNIGHTMAN



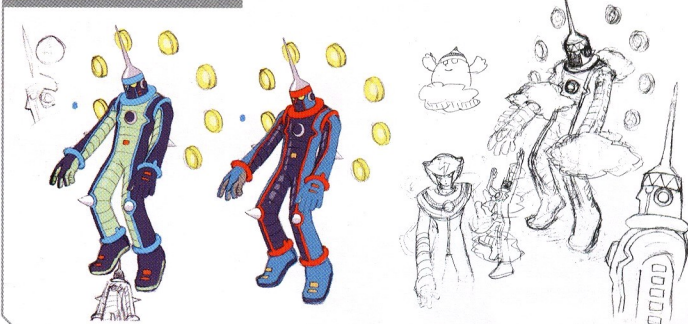
EARLY DRAFTS



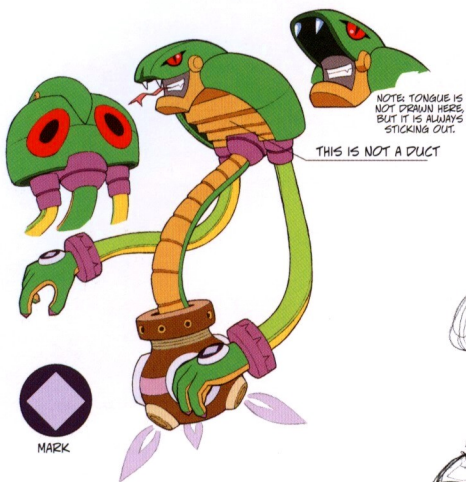
THUNDERMAN



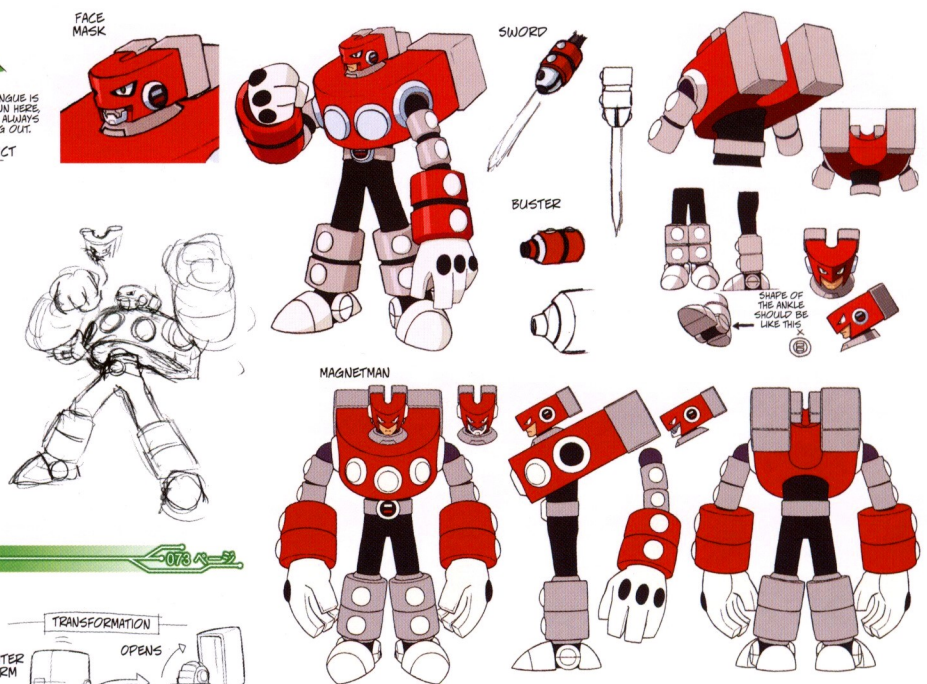
EARLY DRAFTS



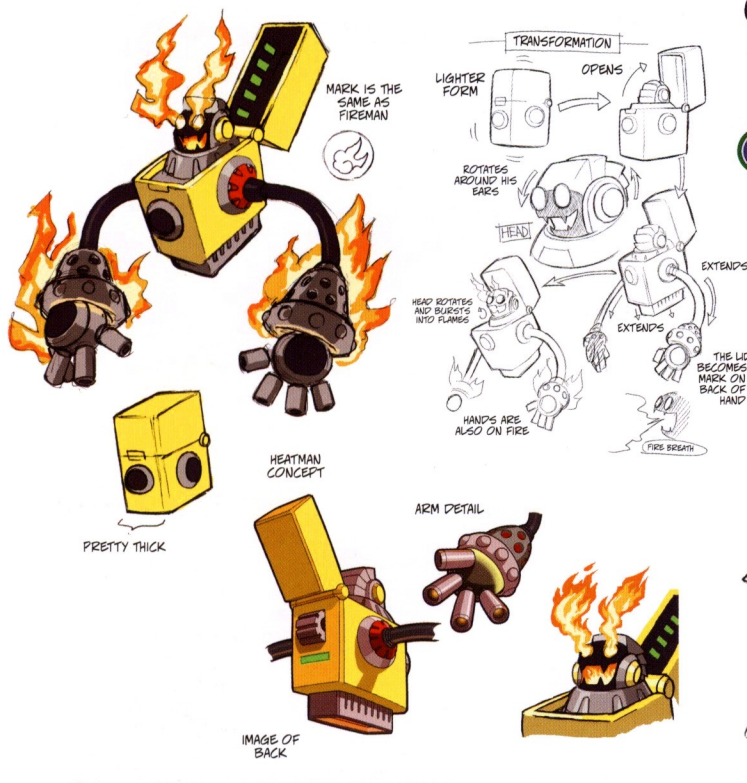
072 SNAKEMAN



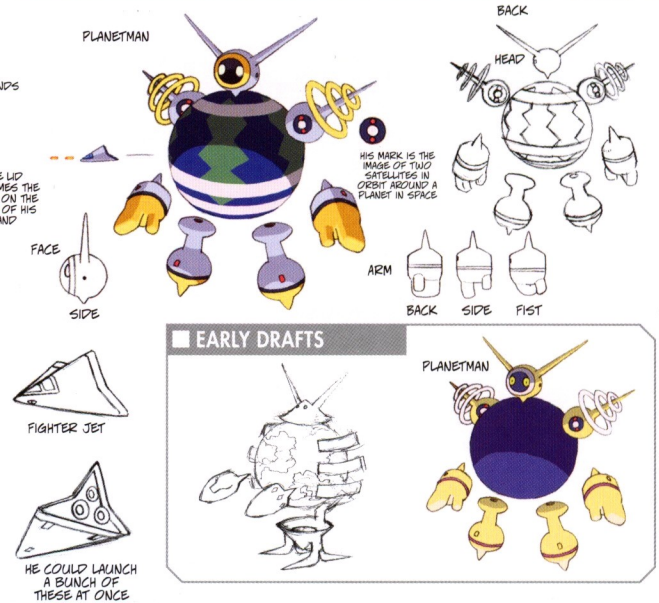
073 MAGNETMAN



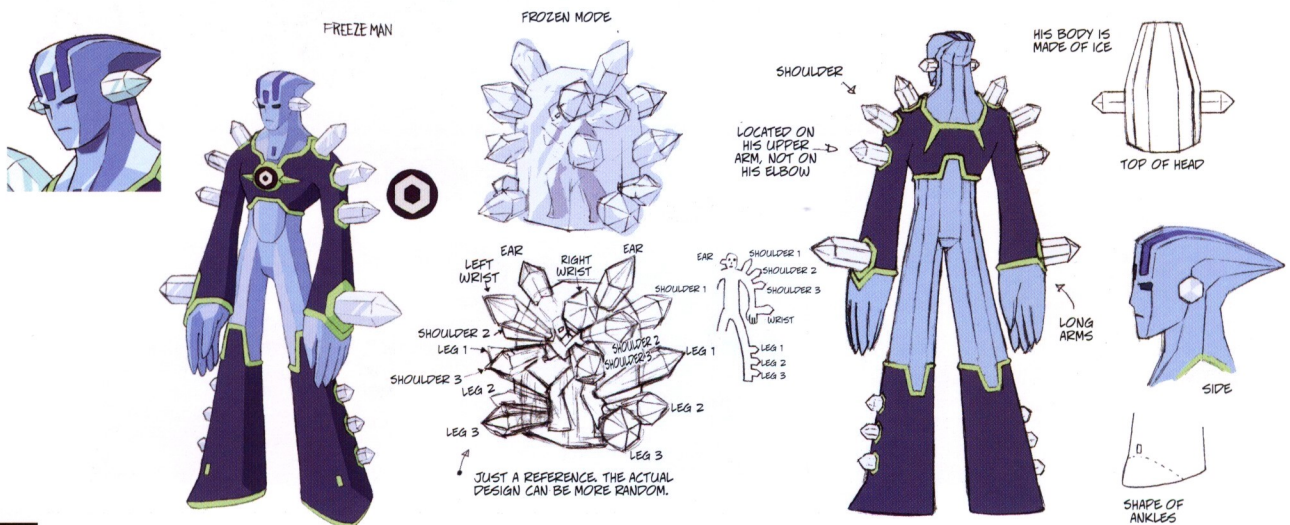
074 HEATMAN



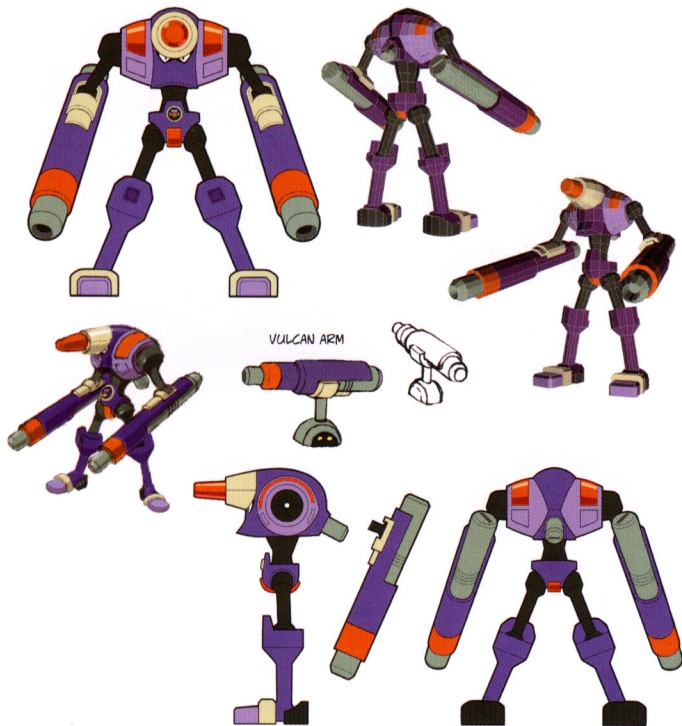
075 PLANETMAN



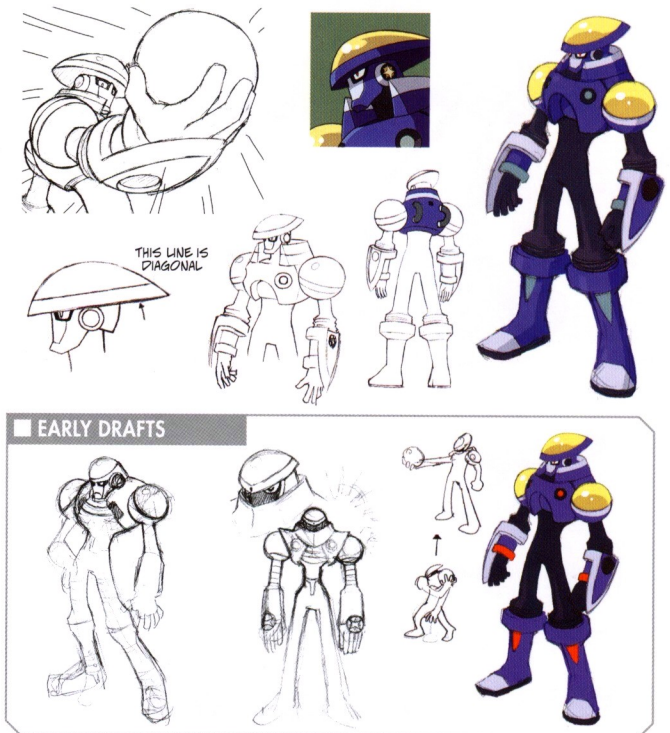
076 FREEZEMAN



NAPALMMAN



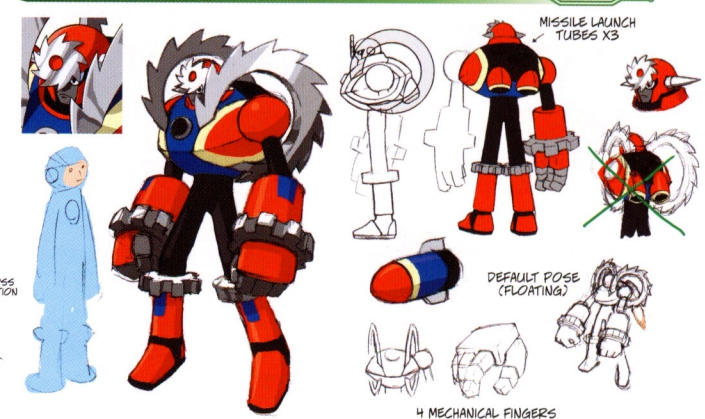
FLASHMAN



BEASTMAN



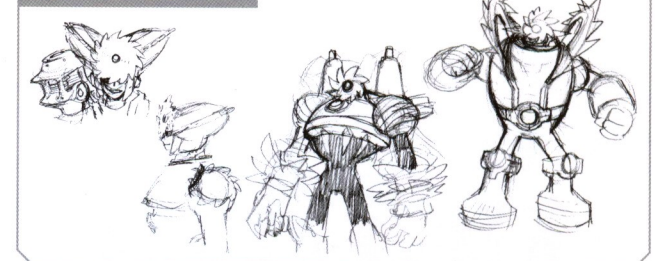
METALMAN



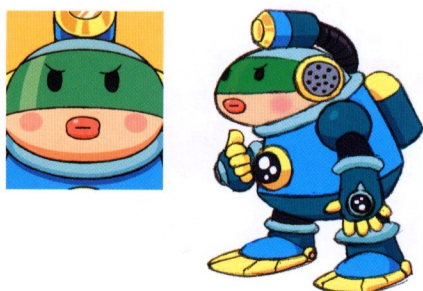
■ EARLY DRAFTS



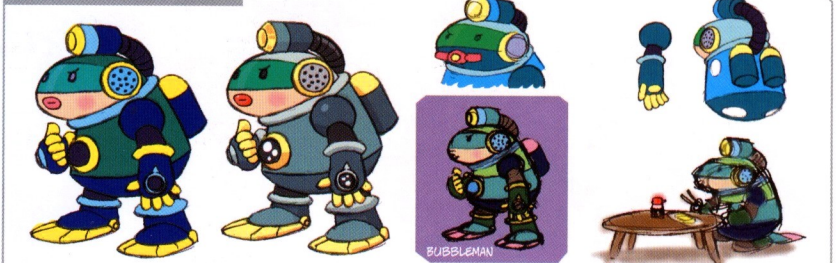
■ EARLY DRAFTS



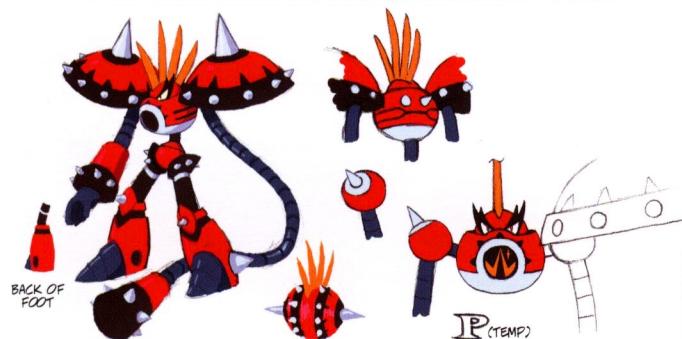
BUBBLEMAN



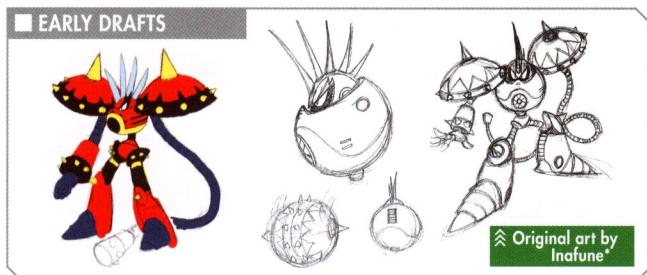
■ EARLY DRAFTS



PUNK



EARLY DRAFTS



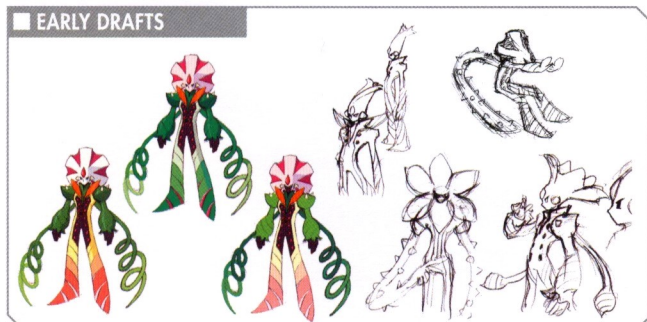
DESERTMAN



PLANTMAN



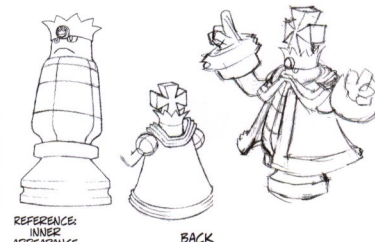
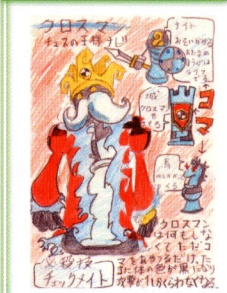
EARLY DRAFTS



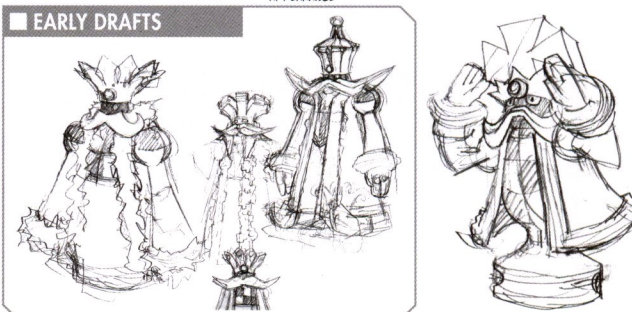
KINGMAN



BOSS CONTEST ART

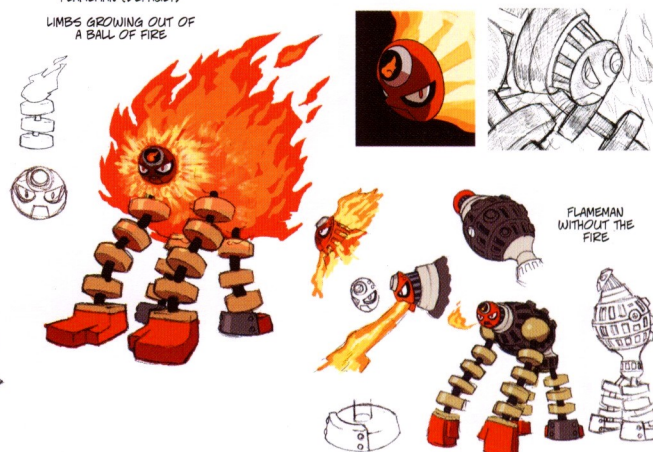


EARLY DRAFTS

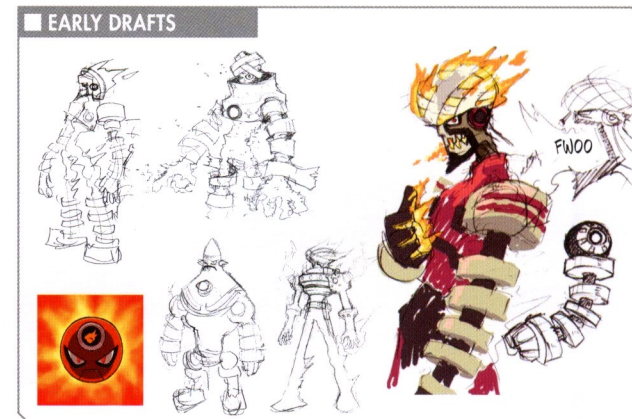


FLAMEMAN

FLAMEMAN (DEFAULT)
LIMBS GROWING OUT OF A BALL OF FIRE

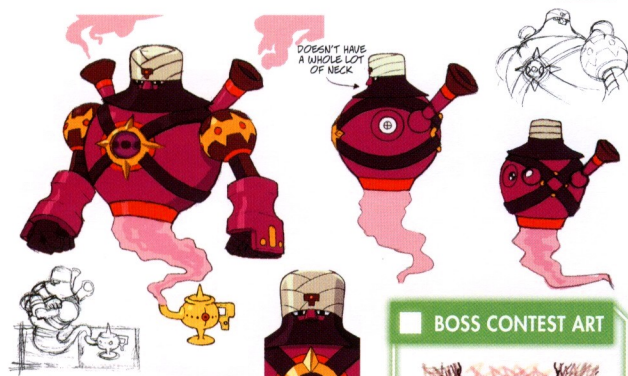


EARLY DRAFTS

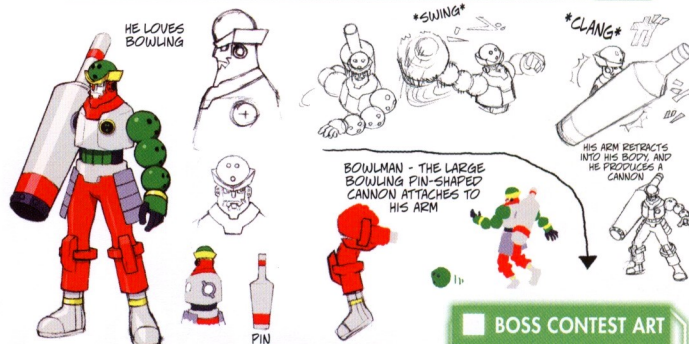


*Keiji Inafune is the general producer of the Mega Man series.

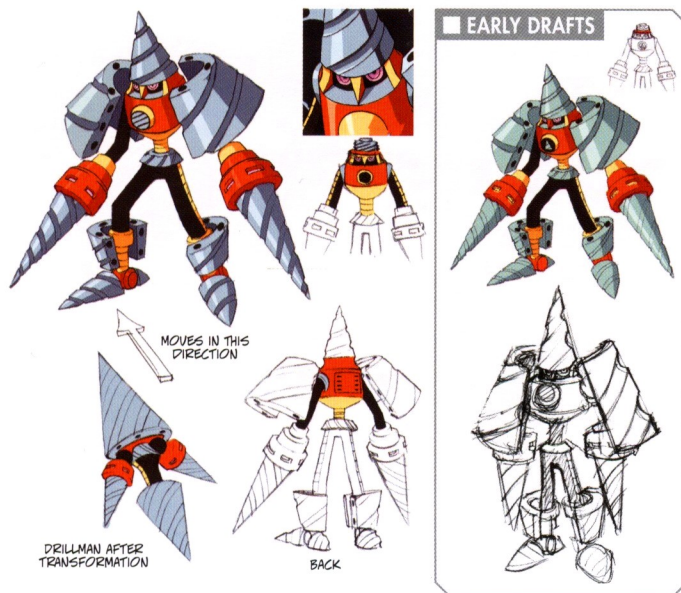
MISTMAN



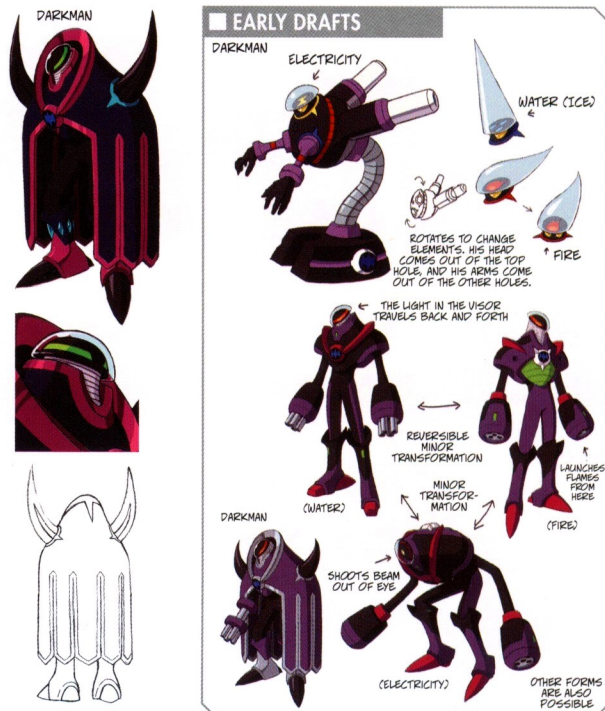
BOWLMAN



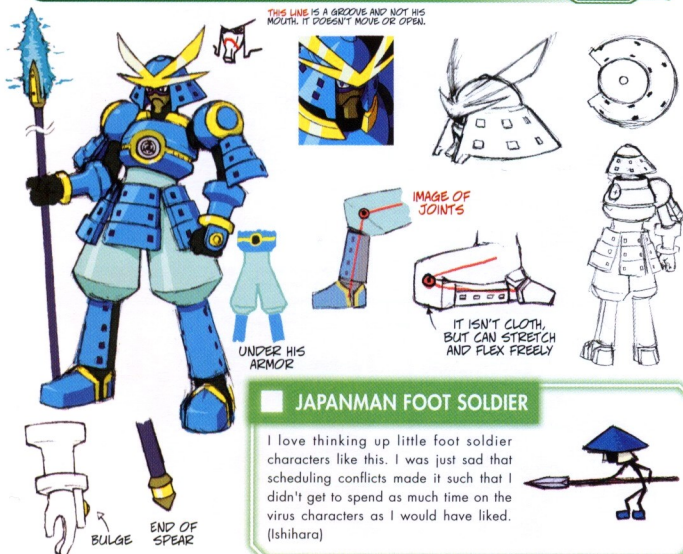
DRILLMAN



DARKMAN

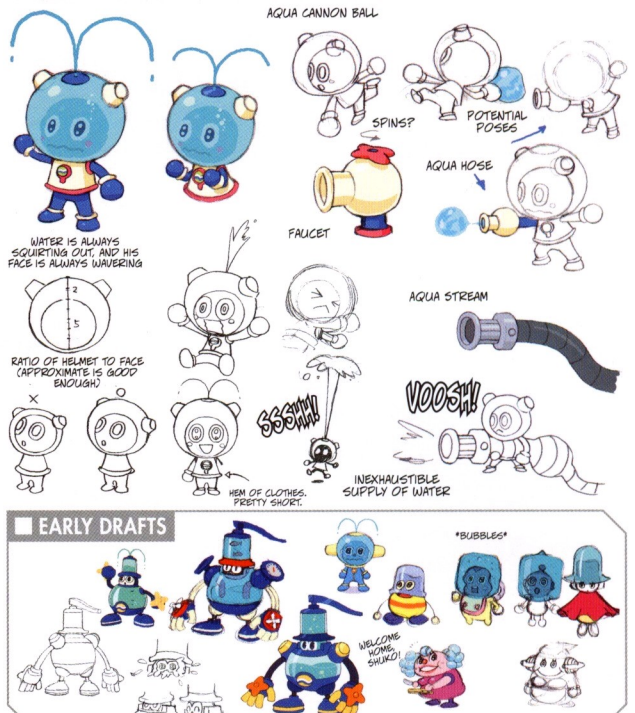
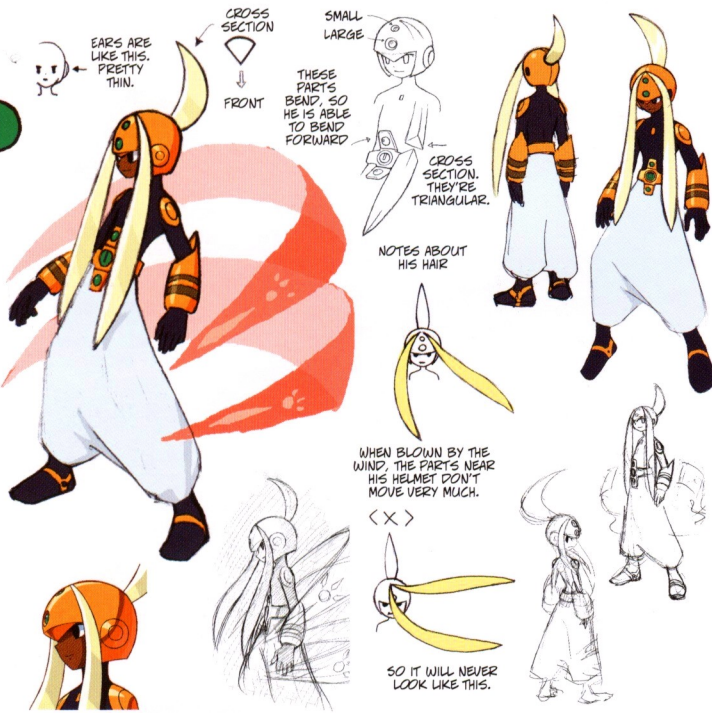


JAPANMAN



SERENADE

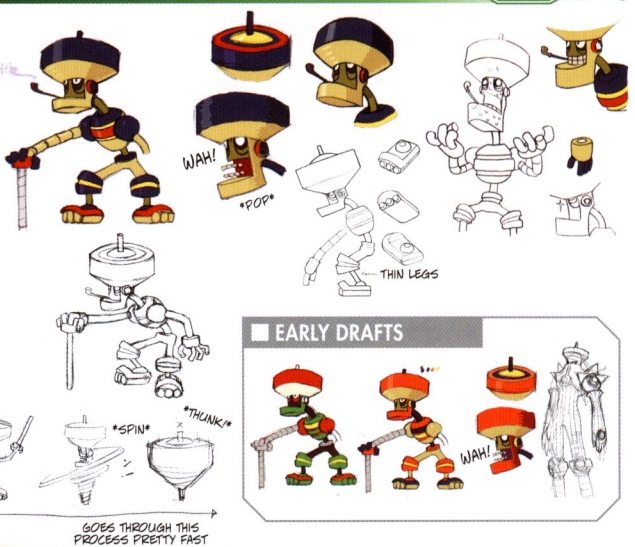
AQUAMAN



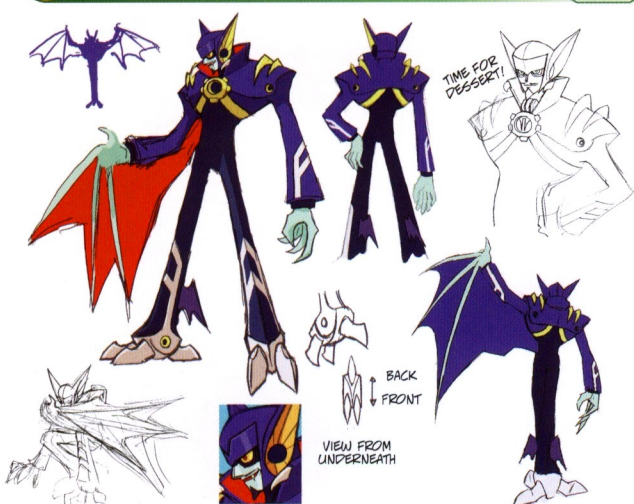
EARLY DRAFTS



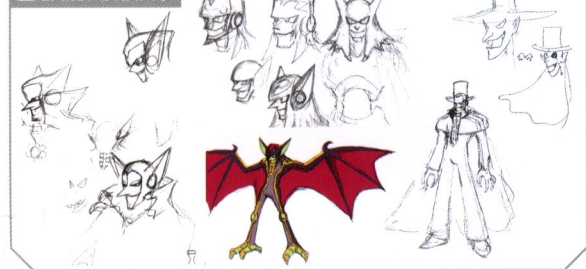
TOPMAN



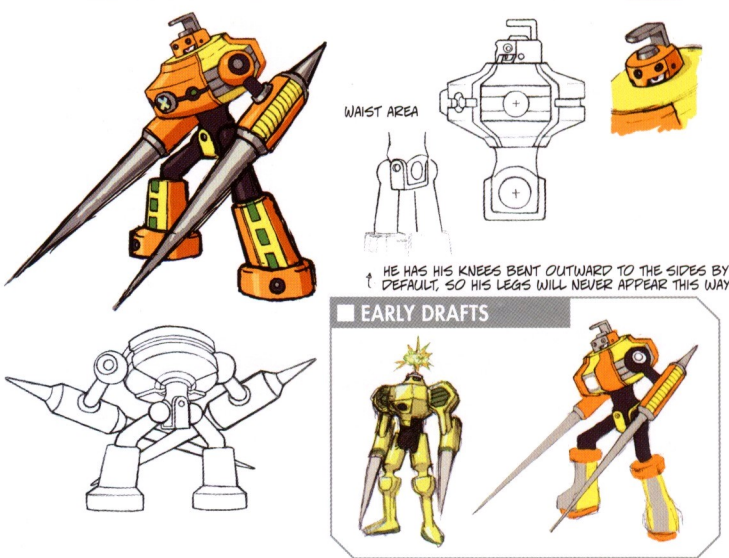
SHADEMAN



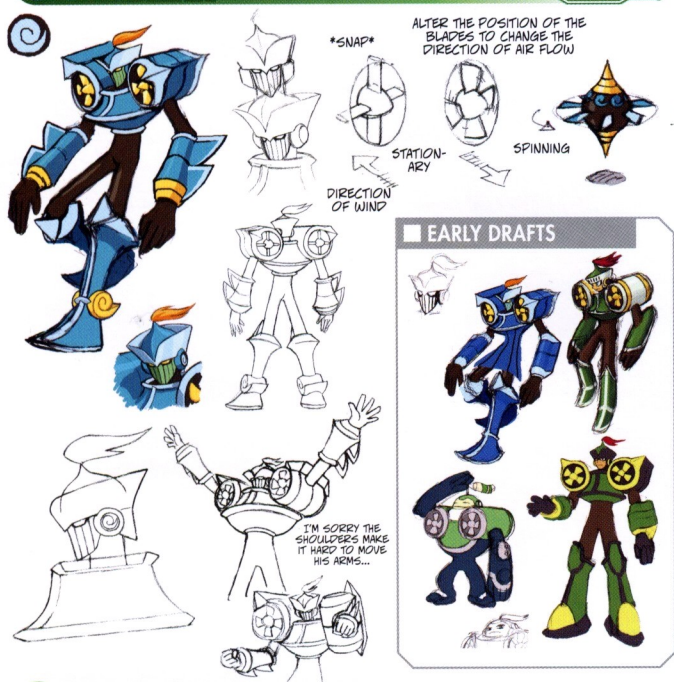
EARLY DRAFTS



SPARKMAN



WINDMAN



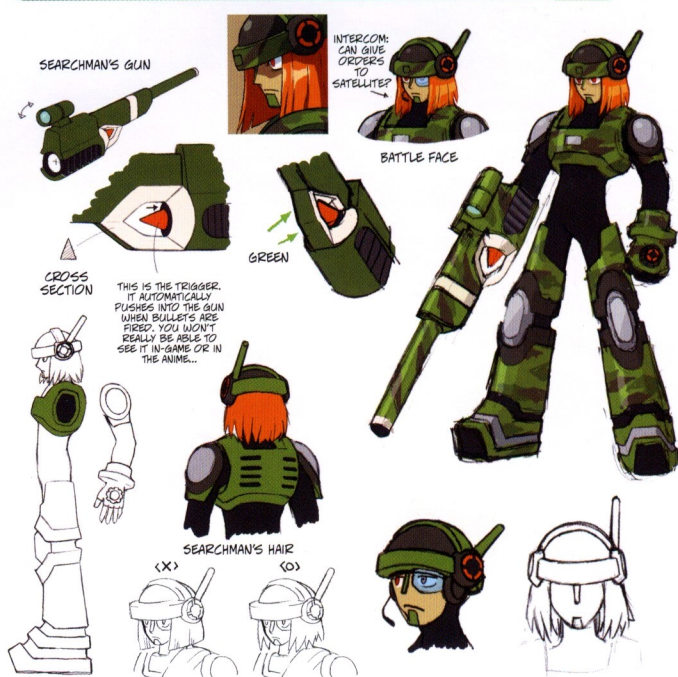
VIDEOMAN



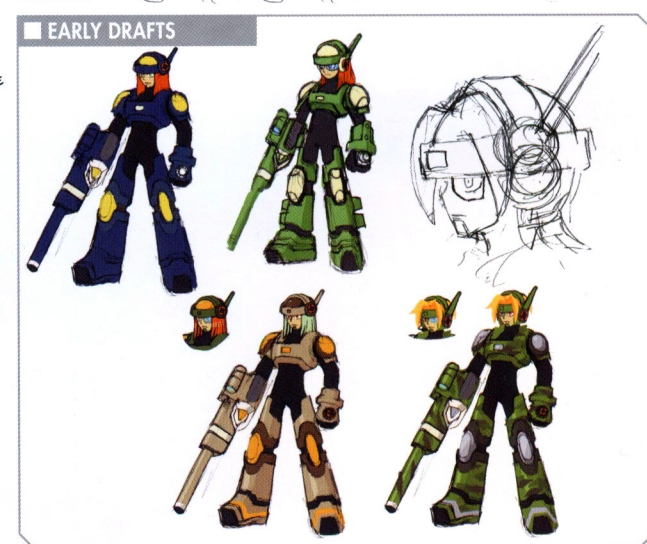
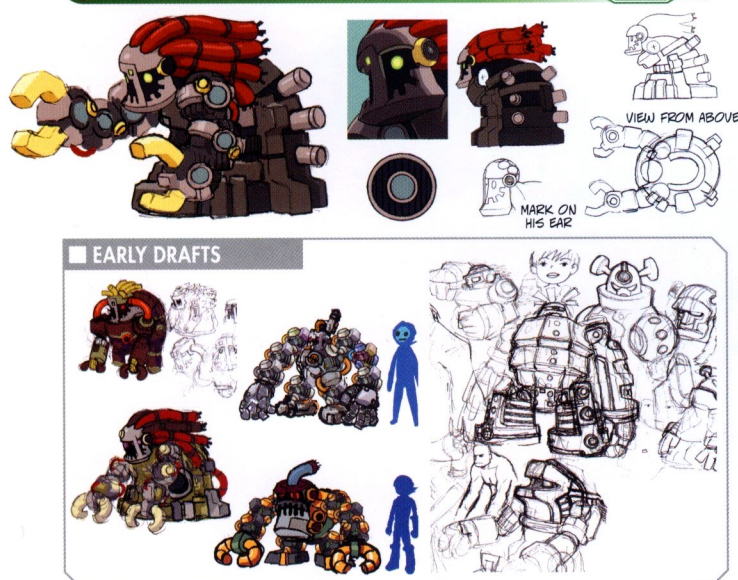
BURNERMAN



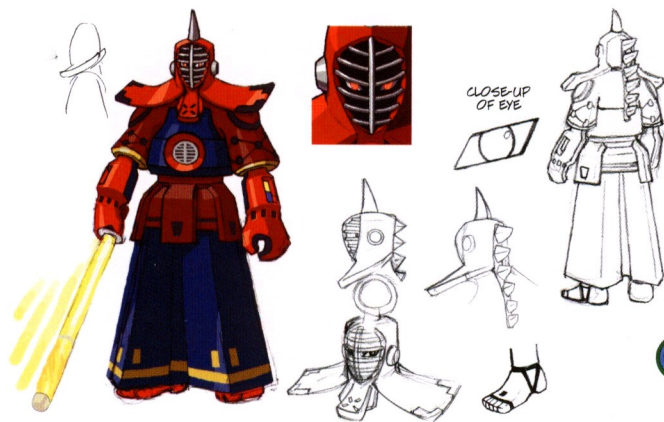
SEARCHMAN



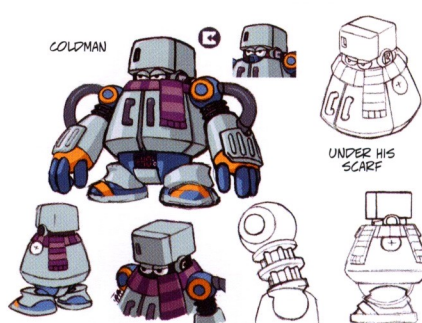
JUNKMAN



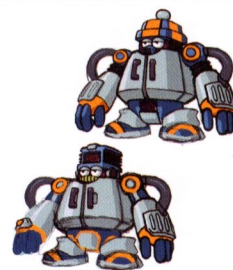
KENDOMAN



COLDMAN



EARLY DRAFTS



LASERMAN



EARLY DRAFTS



BOSS CONTEST ART



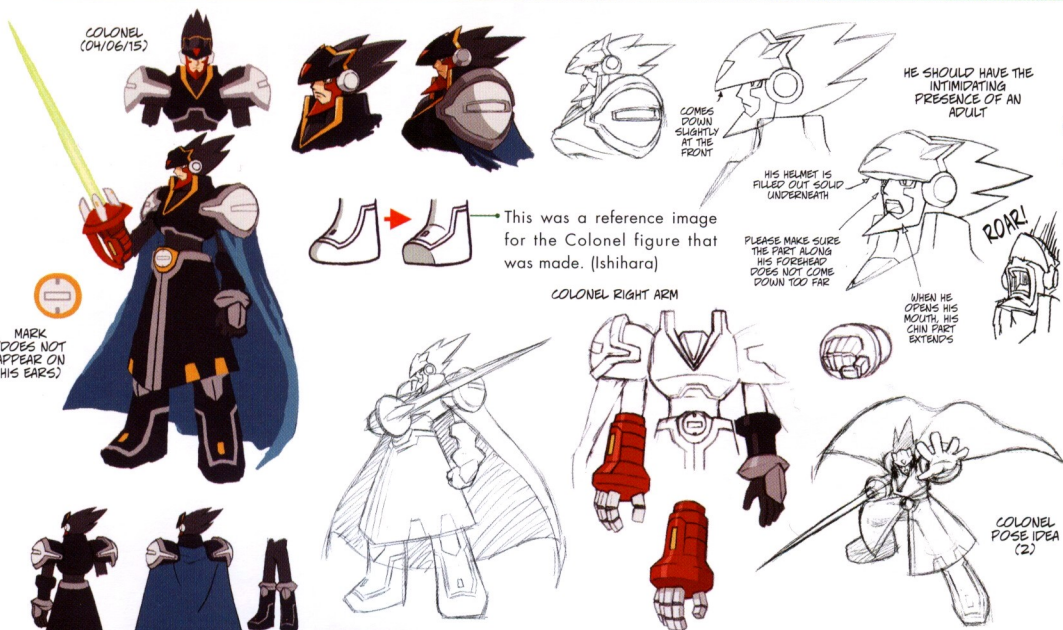
BOSS CONTEST ART



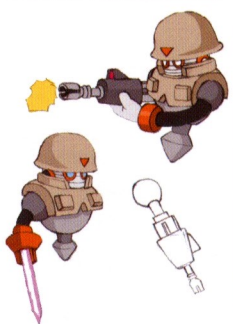
EARLY DRAFTS



COLONEL



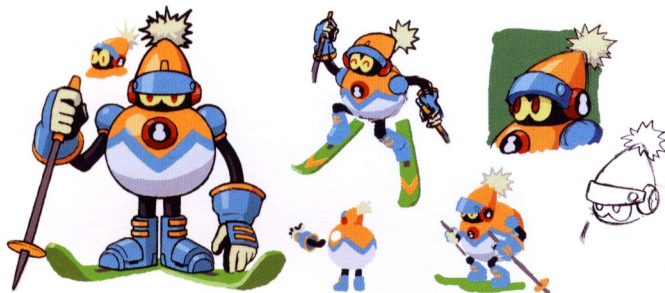
COLONEL ARMY



EARLY DRAFTS



BLIZZARDMAN



EARLY DRAFTS



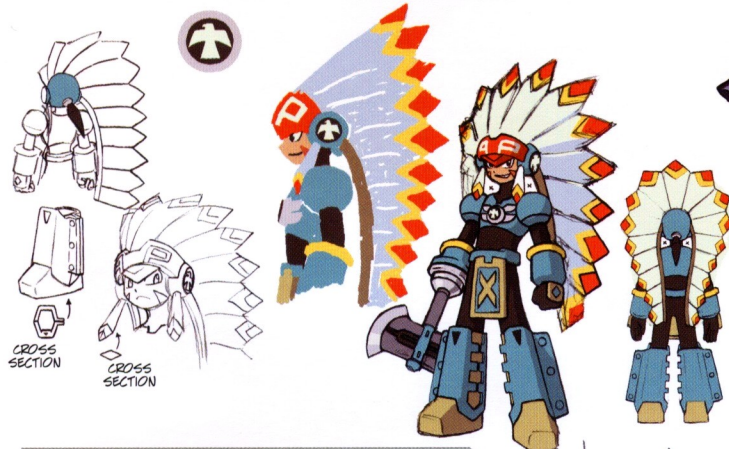
CLOUDMAN



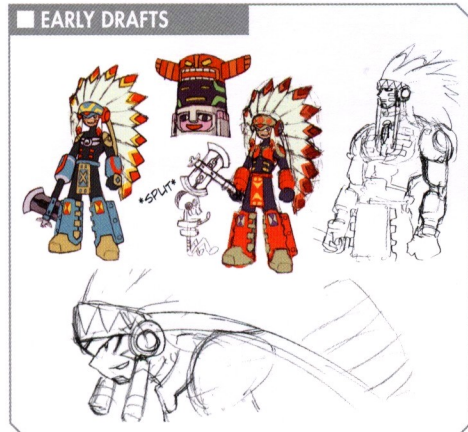
EARLY DRAFTS



TOMAHAWKMAN



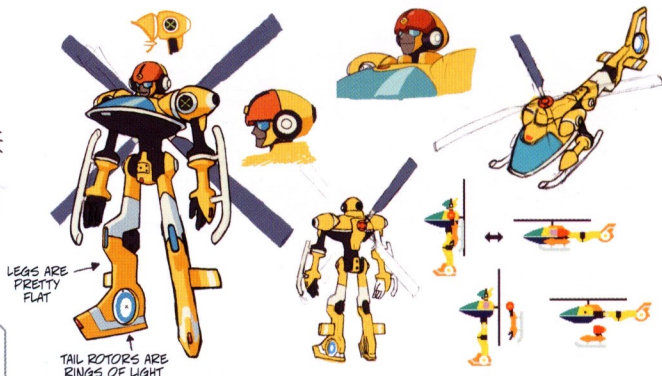
EARLY DRAFTS



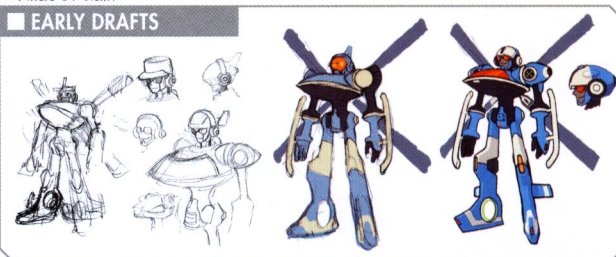
TOTEM GUYS



GYROMAN



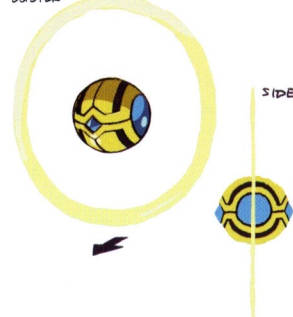
EARLY DRAFTS



COSMOMAN



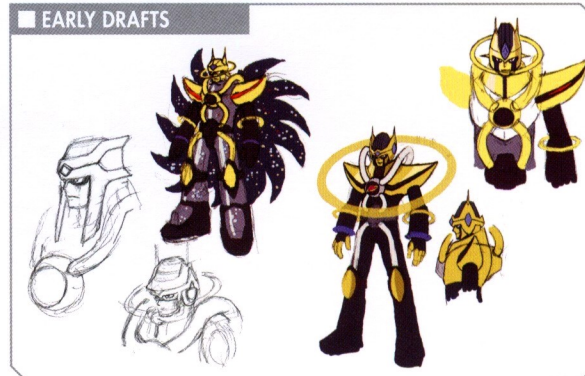
COSMO BUSTER

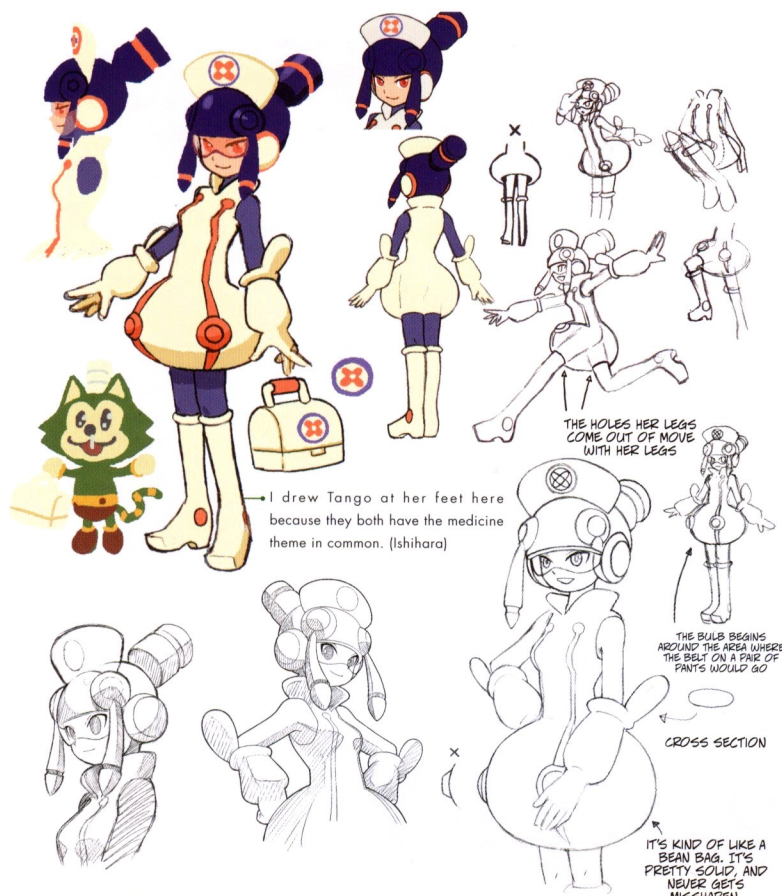


BOSS CONTEST ART

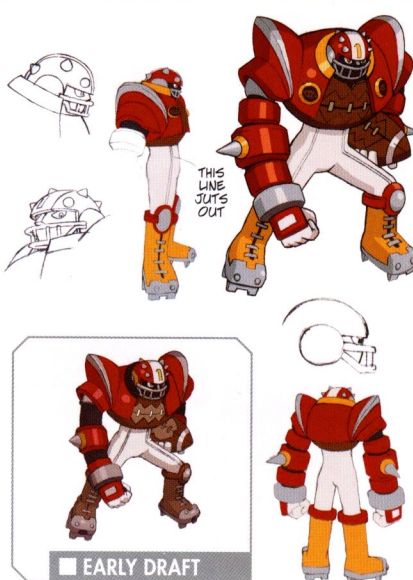
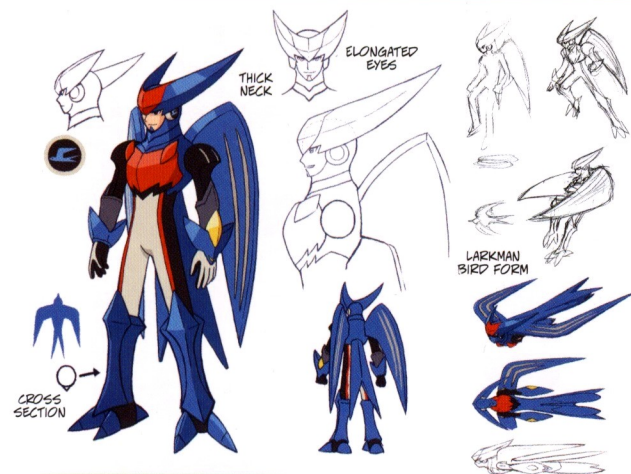
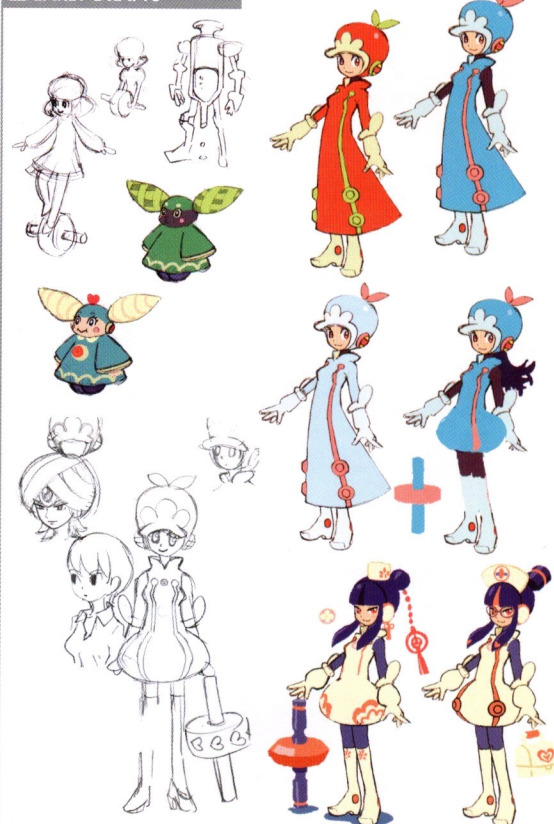


EARLY DRAFTS





EARLY DRAFTS



BOSS CONTEST ART



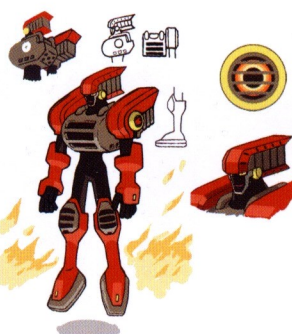
We thought it was pretty bold of this person to make the football the actual body of the character. That, coupled with the powerful lines made this one an easy pick. Many staff members mistook the black frame around the name on the submission to be horns coming out of Gridman's head. When they saw the final drafts, a number of them asked why I didn't keep "the horns." (Ishihara)

BOSS CONTEST ART

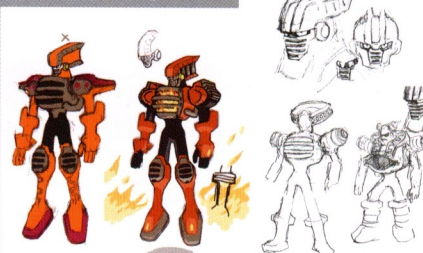


In the huge pile of submissions that we had, this was the only character based on a swallow, and he was pretty cool! That's why we selected this one. (Ishihara)

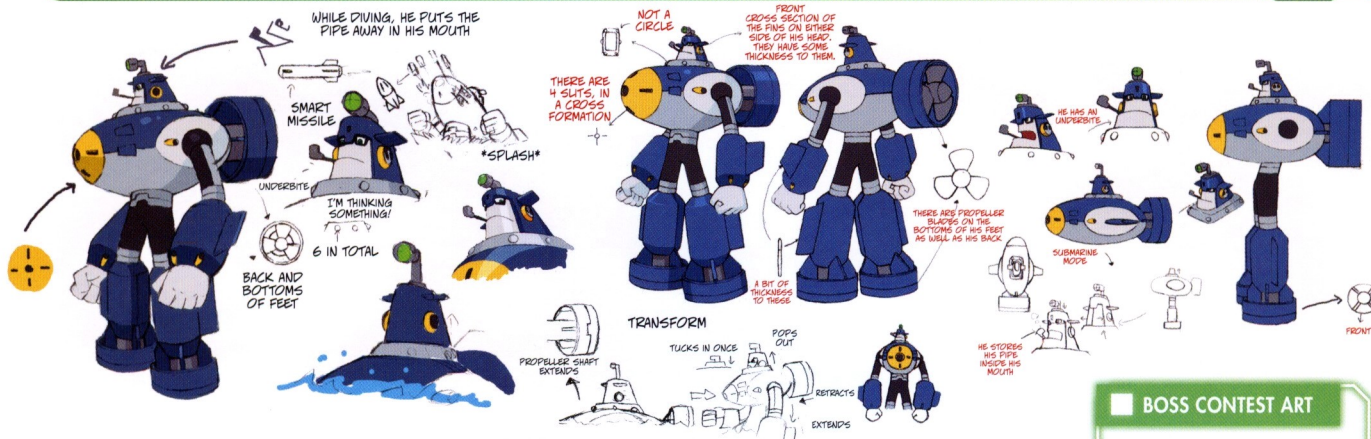
EARLY DRAFTS



EARLY DRAFTS



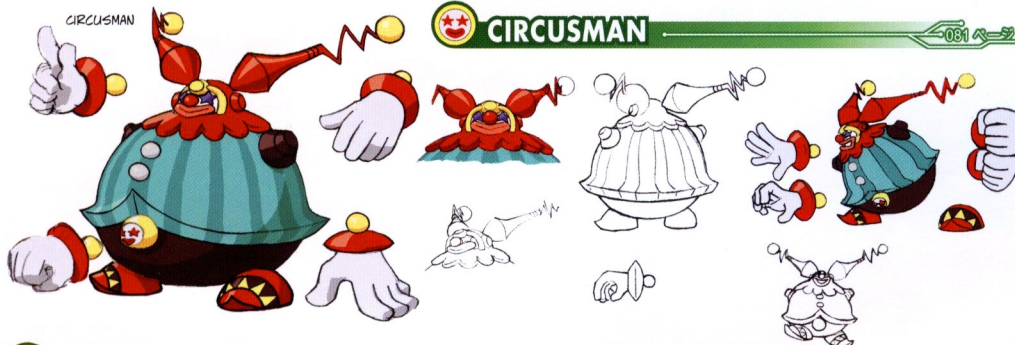
DIVEMAN



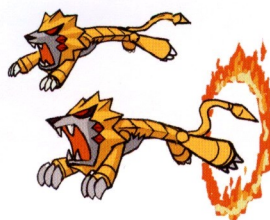
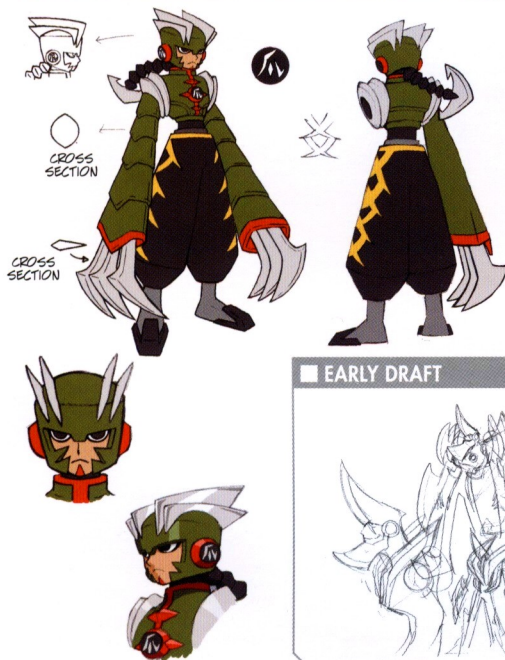
BOSS CONTEST ART



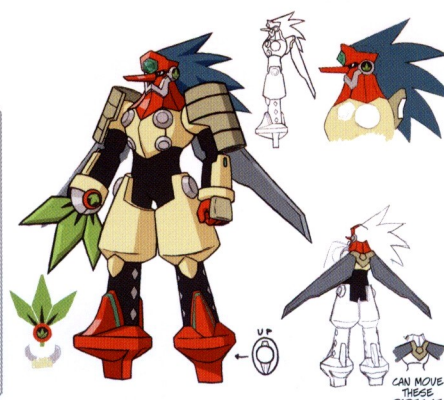
CIRCUSMAN



SLASHMAN



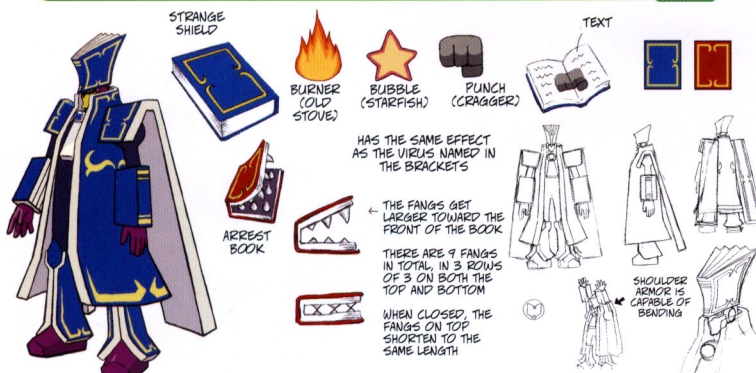
TENGUMAN



EARLY DRAFTS



JUDGEMAN



BOSS CONTEST ART

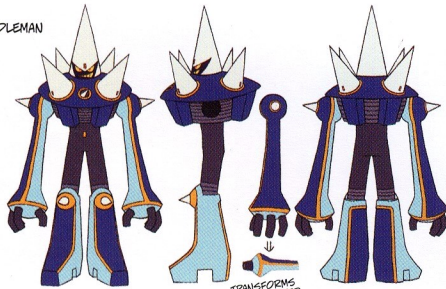


EARLY DRAFTS



NEEDLEMAN

NEEDLEMAN

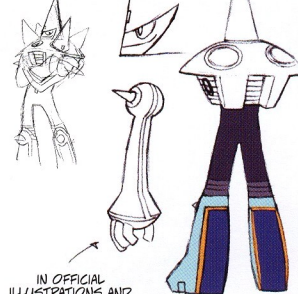
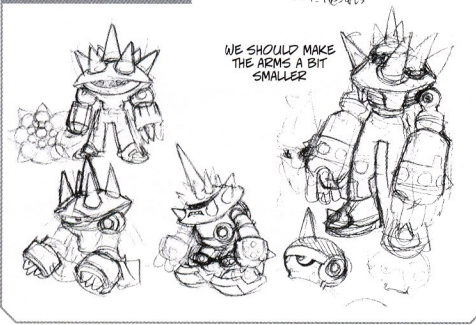


I gave NeedleMan a sinister grin, as not many of the other bosses had a facial expression like this. (Ishihara)



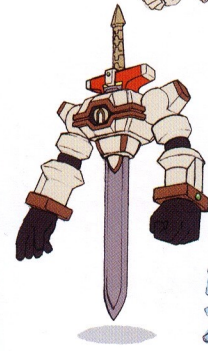
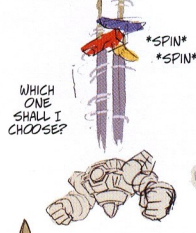
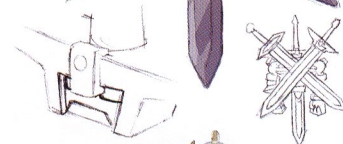
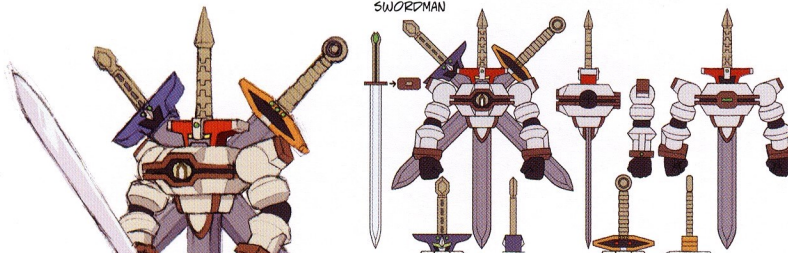
BACK

EARLY DRAFTS

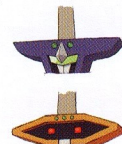


SWORDMAN

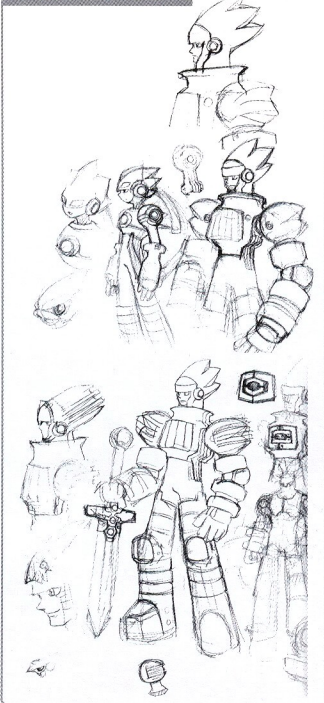
SWORDMAN



Each of his three large swords have their own personality, and SwordMan's personality changes according to which sword enters his body. (Ishihara)

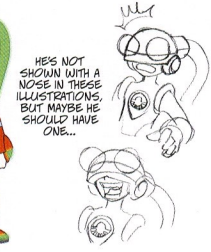
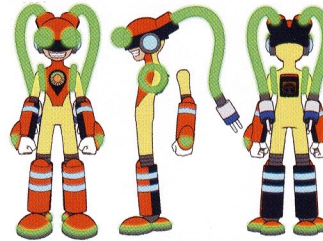


EARLY DRAFTS



BRIGHTMAN

BRIGHTMAN



BRIGHTMAN



I wanted his head to be unique, and I hoped his unique head would lead to the development of his personality. I hoped that the ears (?) I put on his head would do something interesting when he was animated. (Kaji)

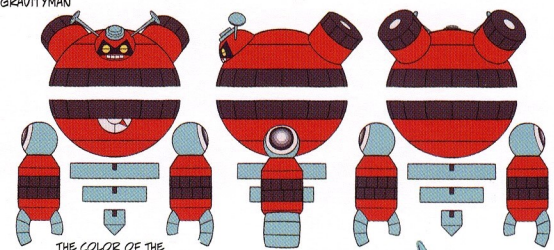


HE IS ALWAYS GRINNING

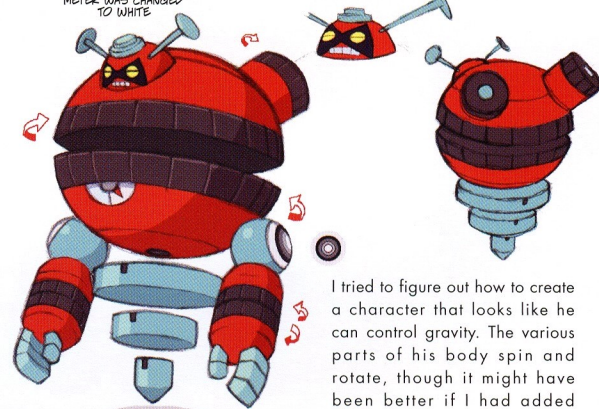


GRAVITYMAN

GRAVITYMAN



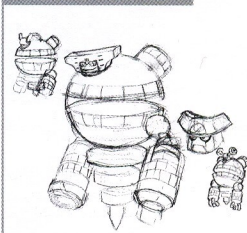
THE COLOR OF THE METER WAS CHANGED TO WHITE



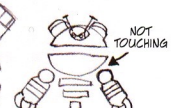
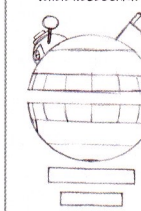
THE DARK BROWN PARTS SPIN TO AFFECT GRAVITY.

I tried to figure out how to create a character that looks like he can control gravity. The various parts of his body spin and rotate, though it might have been better if I had added patterns to his body that make his rotating more obvious. (Ishihara)

EARLY DRAFTS

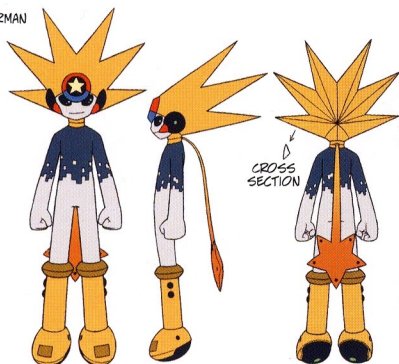


HIS MOUTH DOESN'T MOVE OPEN, BUT IT CAN OPEN WHEN NECESSARY.



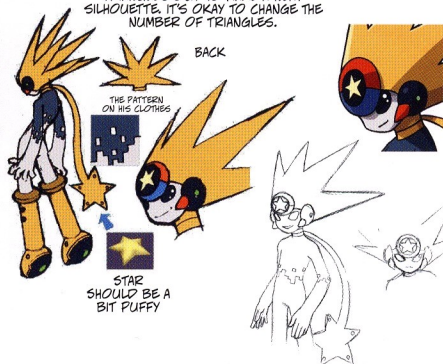
STARMAN

STARMAN



HIS WHOLE BODY GLOWS, AND LITTLE PARTICLES OF LIGHT FLOAT AROUND HIM.

USE TRIANGLE SHAPES. SPREAD THE TRIANGLES OUT TO MAKE A NEAT SILHOUETTE. IT'S OKAY TO CHANGE THE NUMBER OF TRIANGLES.



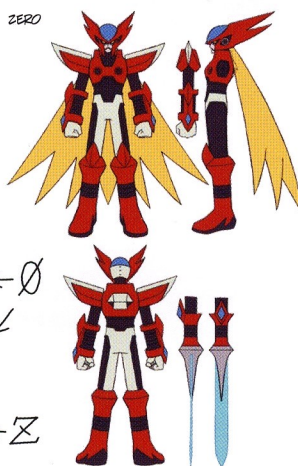
EARLY DRAFTS



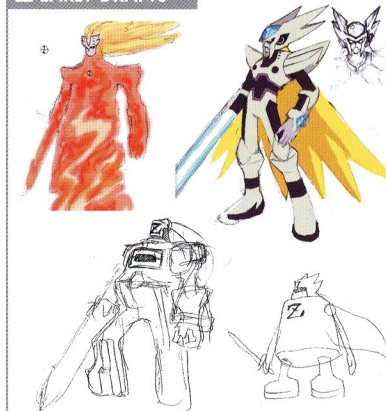
ZERO



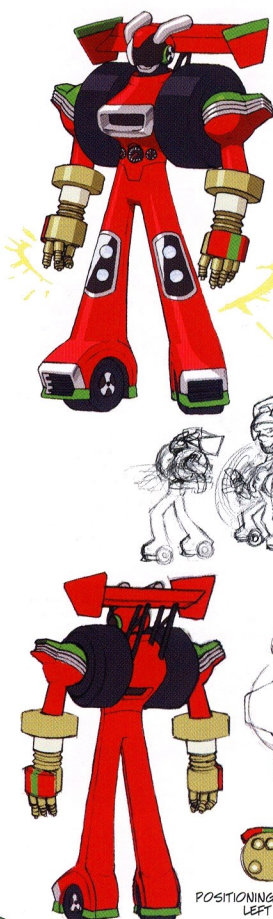
ZERO



EARLY DRAFTS



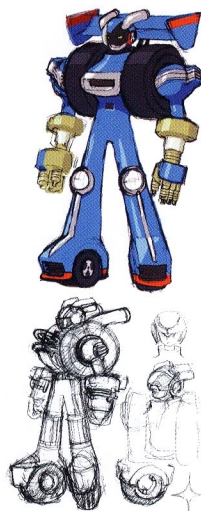
TURBOMAN



YOU USUALLY CANNOT SEE HIS EYES. THEY ONLY LIGHT UP ON SPECIAL OCCASIONS.



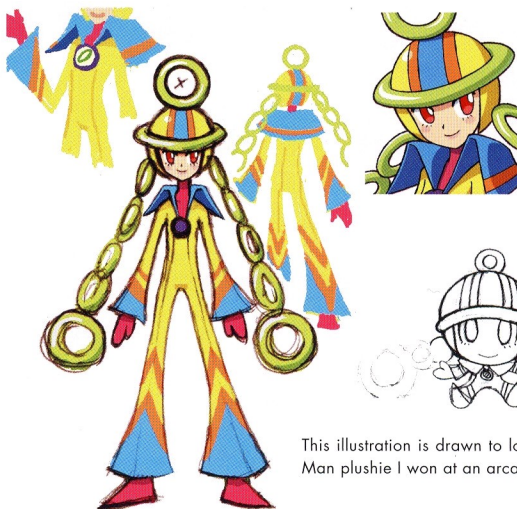
EARLY DRAFTS



An idea to have him transform into a car. When he does, little hands come out of his neck to grab the steering wheel on his chest. (Ishihara)

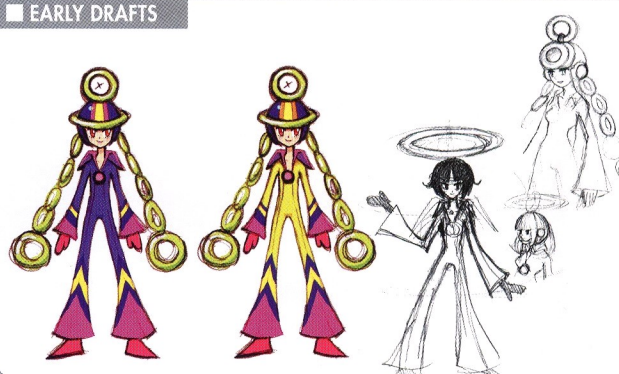
POSITIONING OF FINGERS LEFT HAND

RING

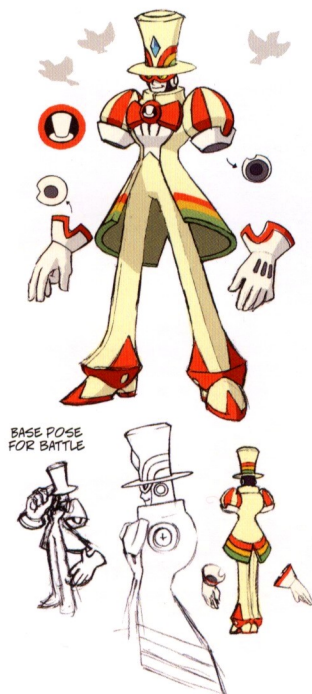


This illustration is drawn to look like a Mega Man plushie I won at an arcade. (Ishihara)

EARLY DRAFTS



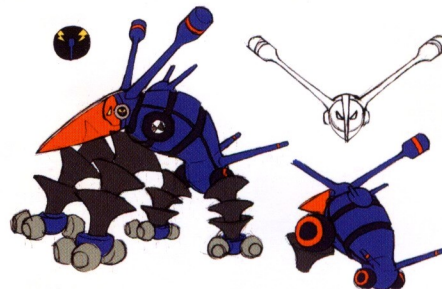
HATMAN



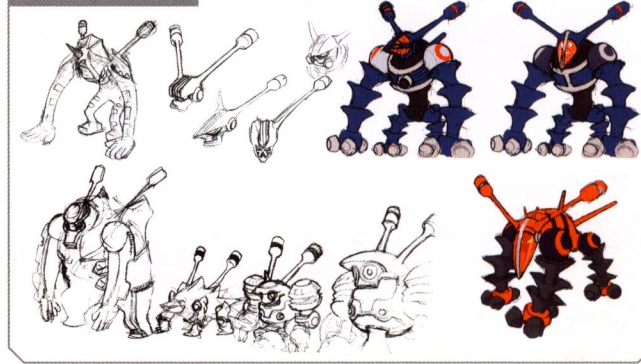
EARLY DRAFTS



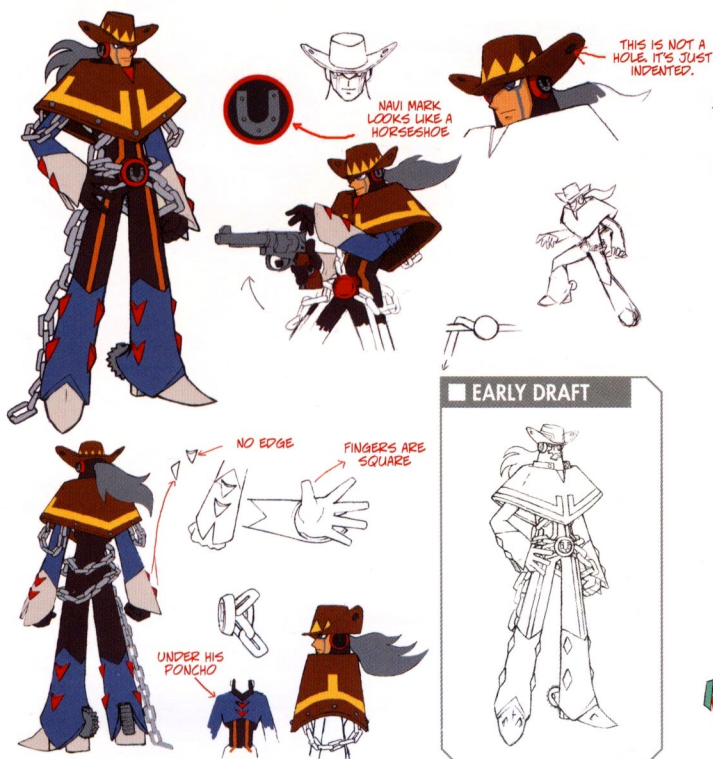
JAMMINGMAN



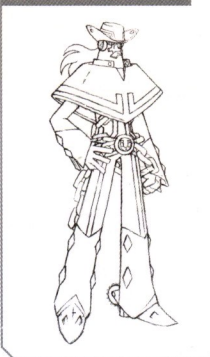
EARLY DRAFTS



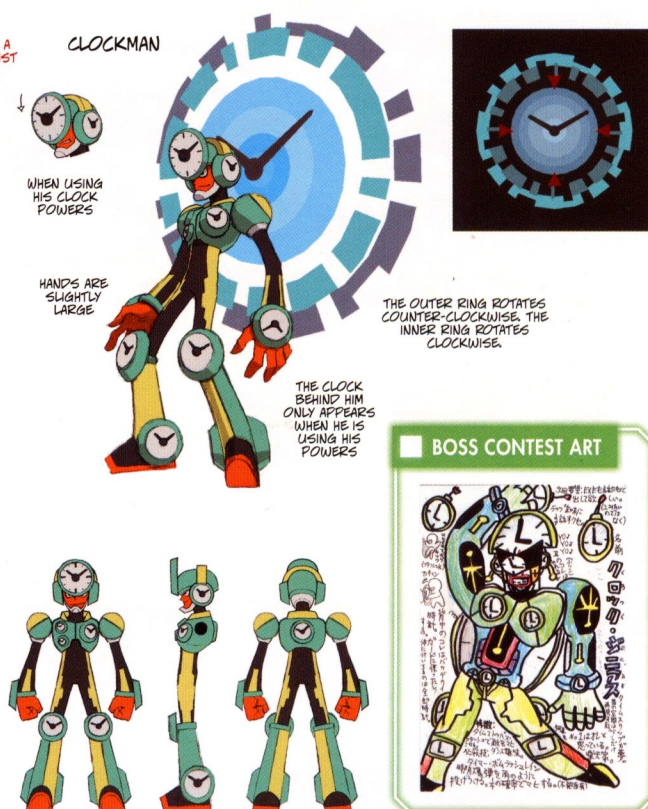
RIDEMAN



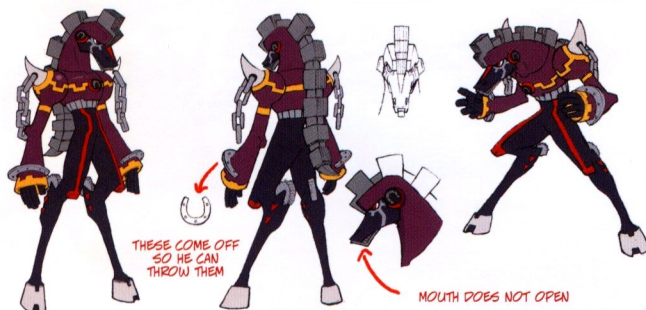
EARLY DRAFT



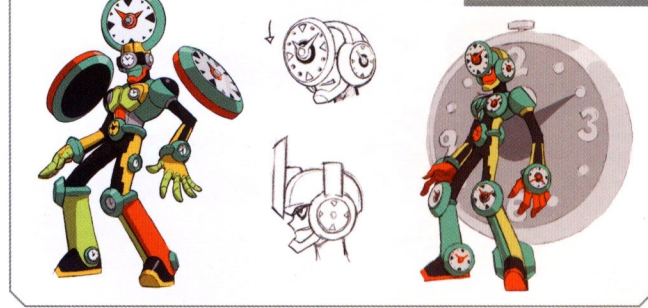
CLOCKMAN

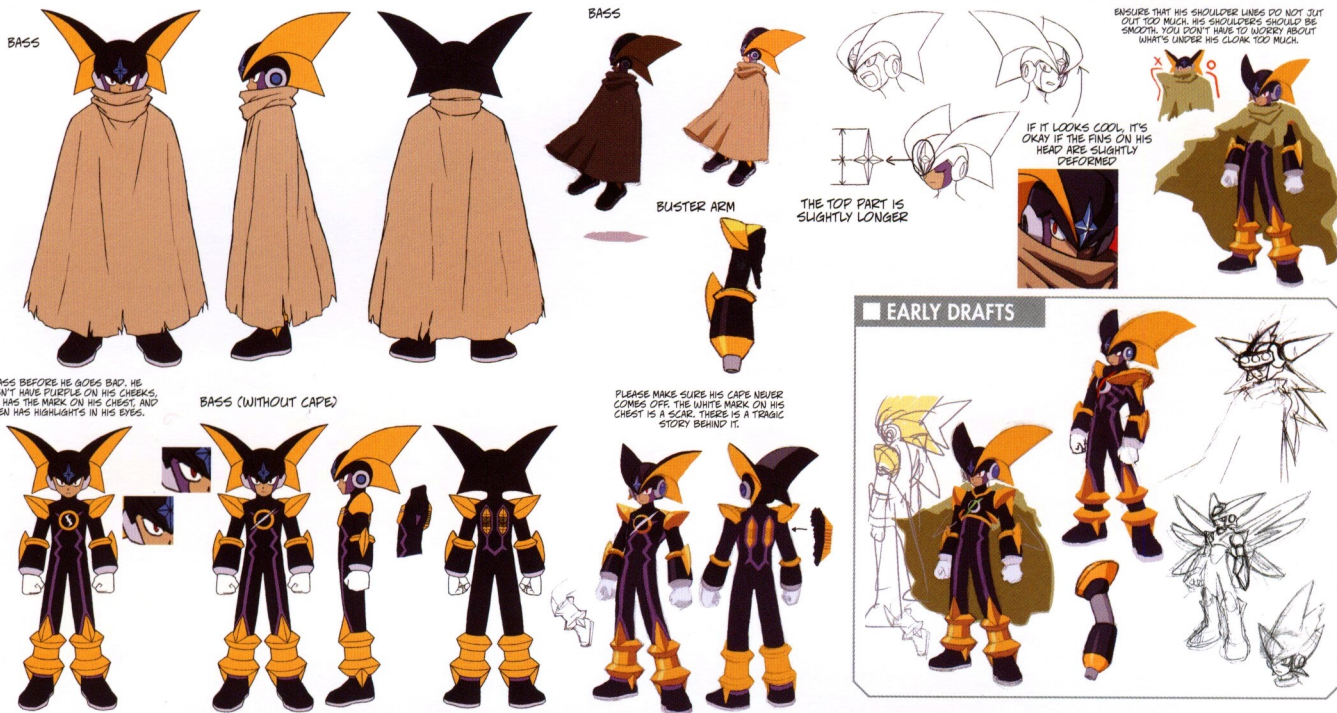


REVERSE RIDEMAN

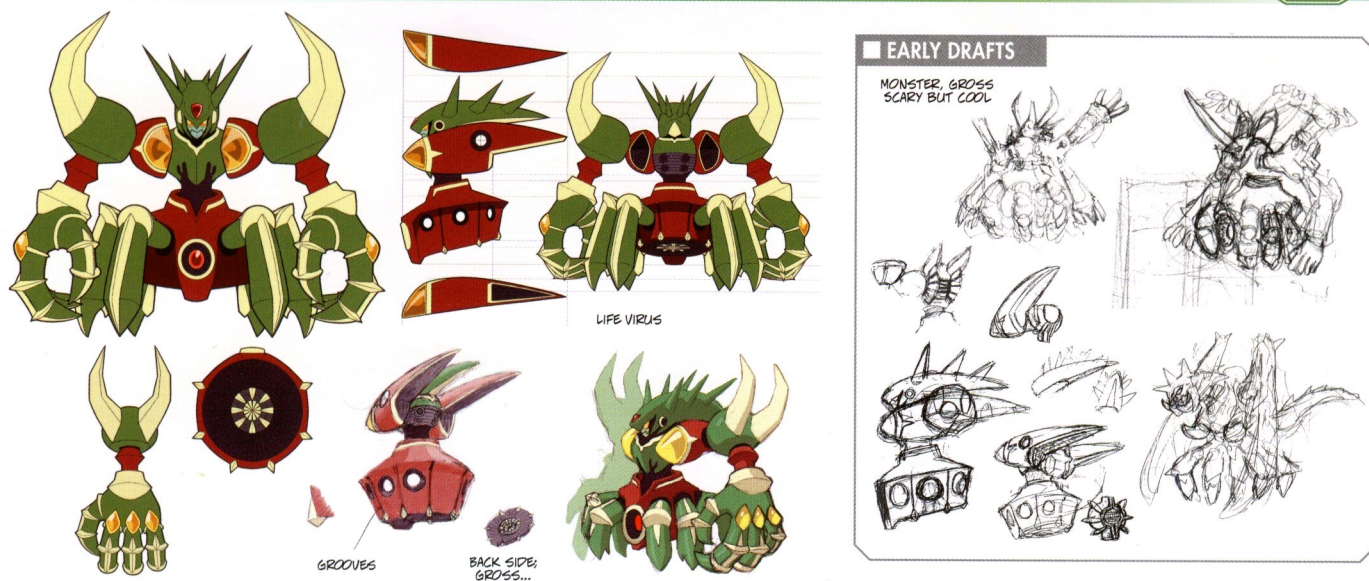


EARLY DRAFTS





LIFE VIRUS



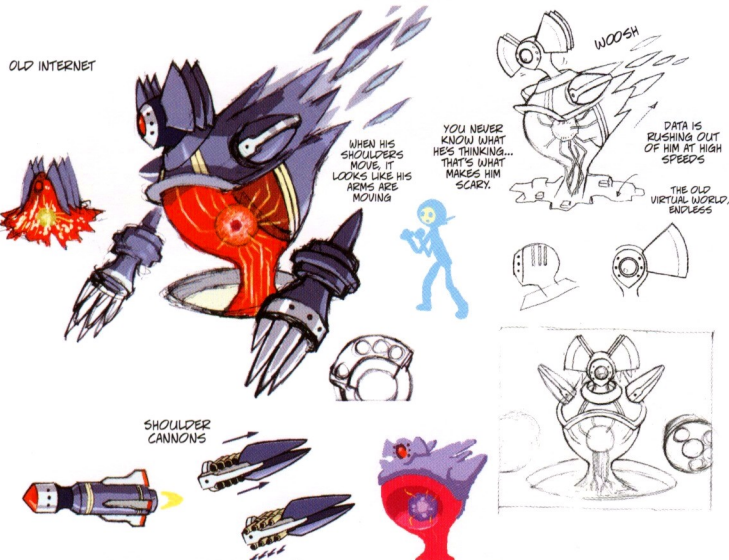
LIFE VIRUS R

GOSPEL

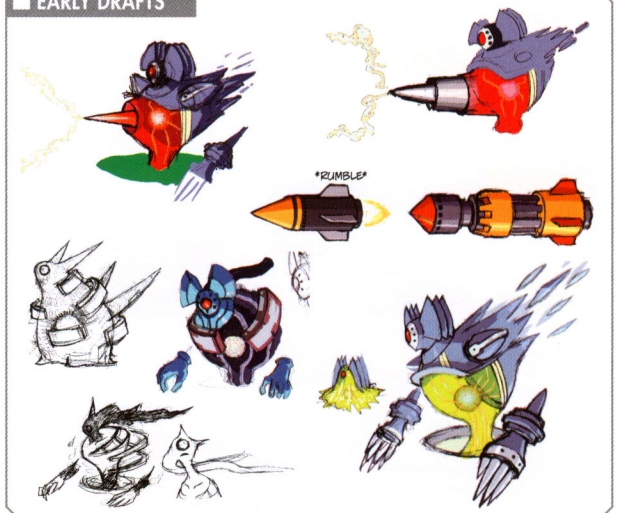


ALPHA

087

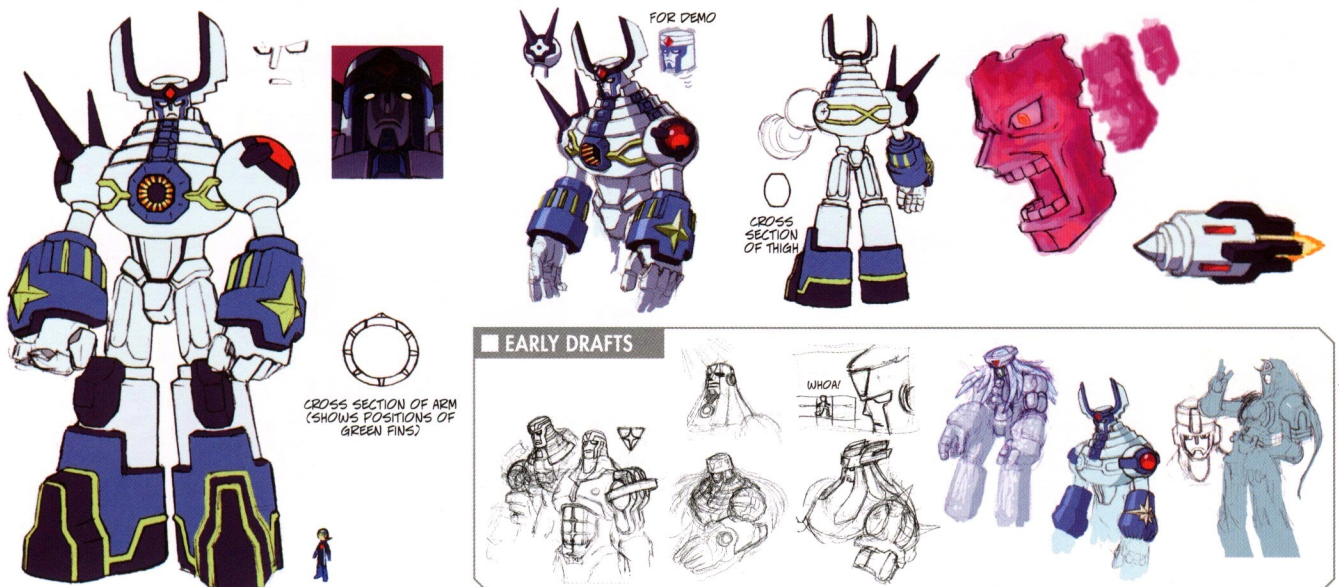


EARLY DRAFTS



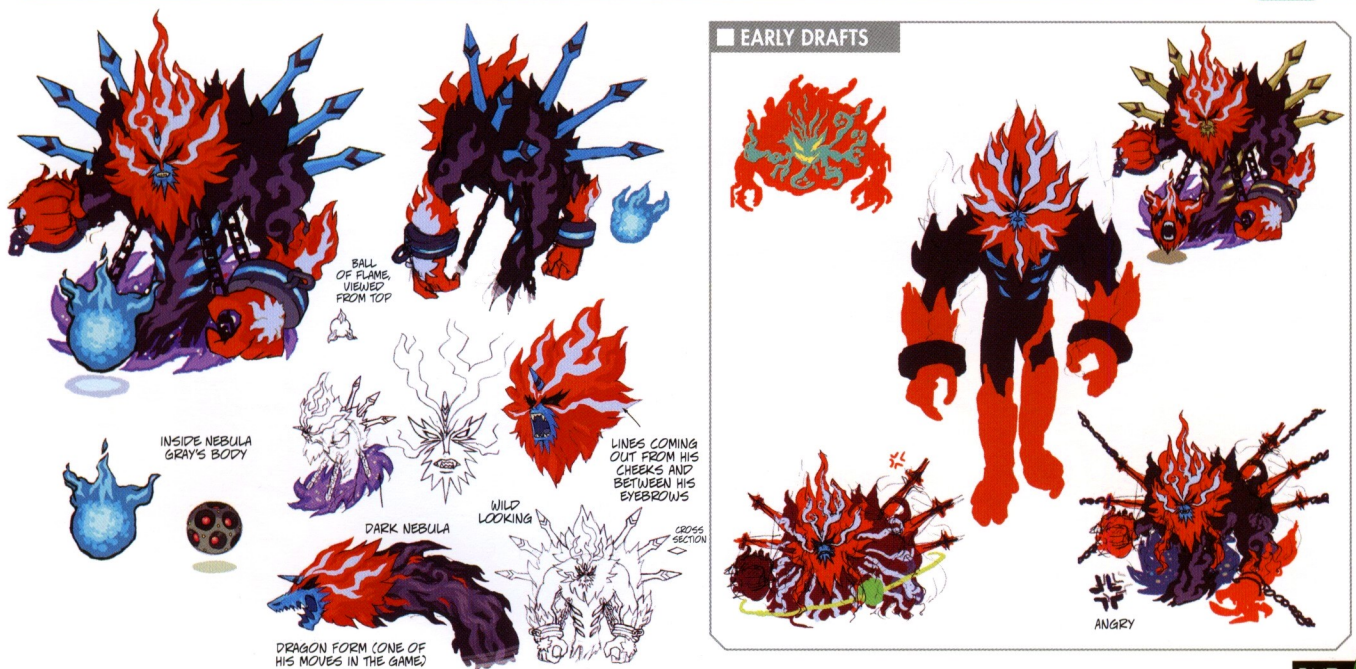
DUO

087



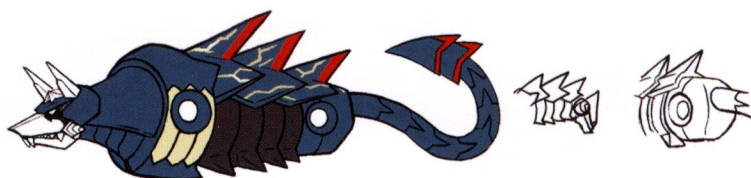
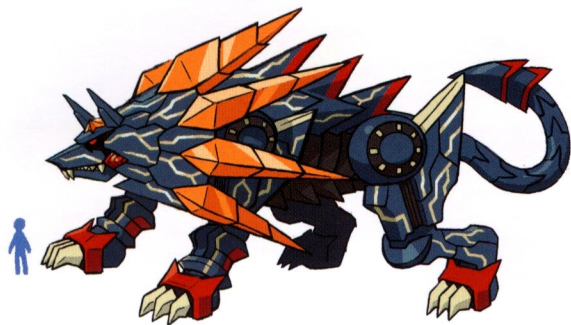
NEBULA GRAY

087



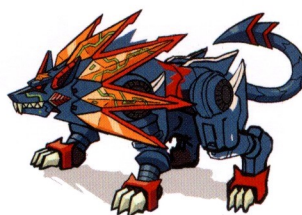
CYBEAST GREGAR

088



I designed this character to look like the final form of Gospel, after he is completely overwhelmed by bugs. Usually, final bosses are the last characters we work on, and we spend the most time on them. Unfortunately, for reasons related to marketing, we were asked to produce two final boss characters early on in the development of BN6. As I sit here writing this comment, thinking back on how busy I was then makes me sweat all over again. (Ishihara)

EARLY DRAFTS

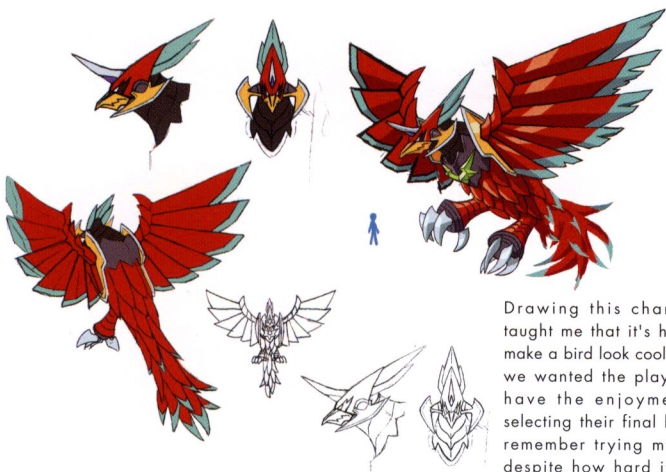


CYBEAST FALZAR

088

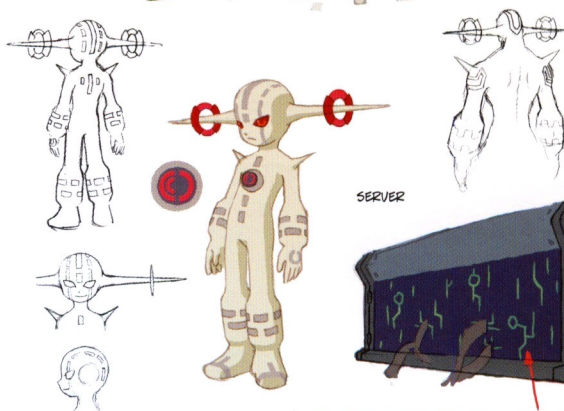
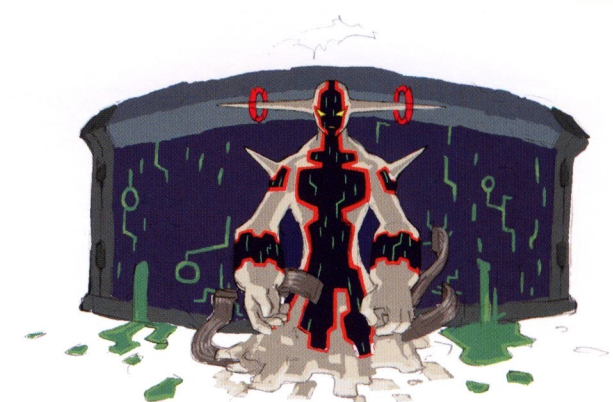
CACHE

089



Drawing this character taught me that it's hard to make a bird look cool. Since we wanted the players to have the enjoyment of selecting their final boss, I remember trying my best despite how hard it was. (Ishihara)

EARLY DRAFTS



SERVER

TROJAN HORSE

089

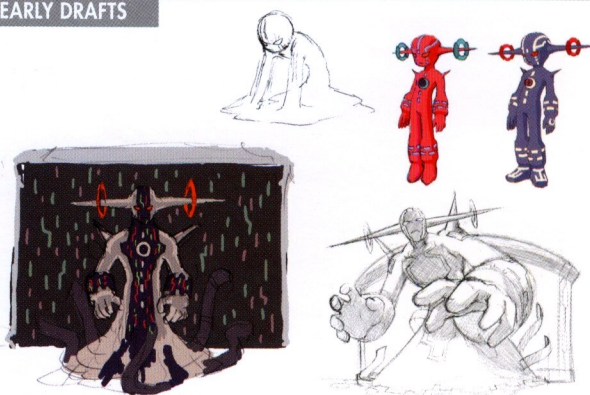


POSE IDEA

EARLY DRAFT

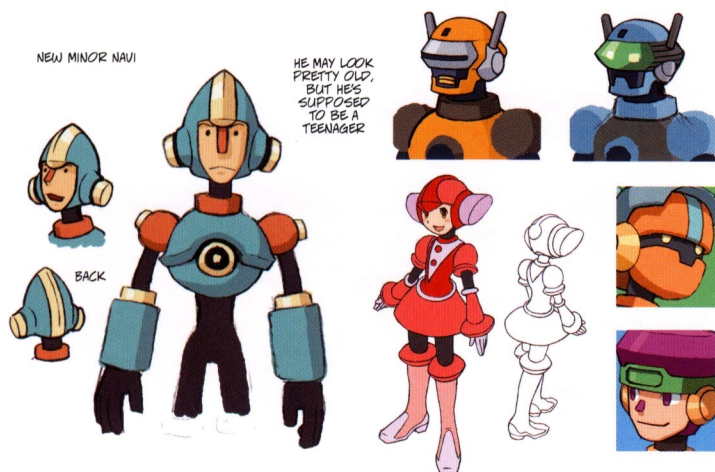


EARLY DRAFTS

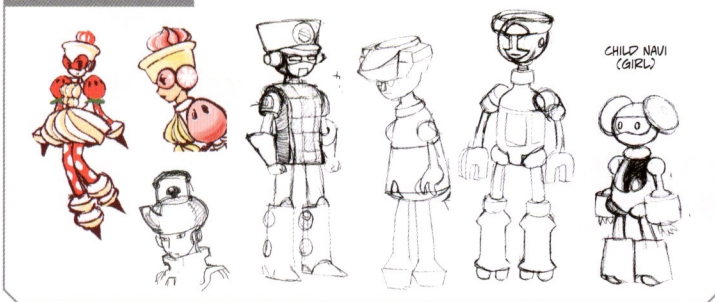


THE GREEN LIGHTS ARE MOVING, POSSIBLY FLASHING.

NORMAL NAVI



EARLY DRAFTS



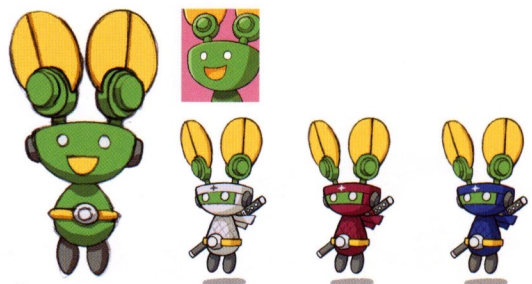
EARLY DRAFT



UNDERNET RANKER



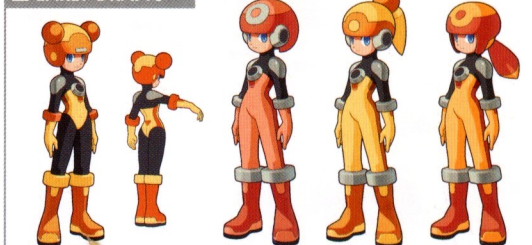
PROGRAM



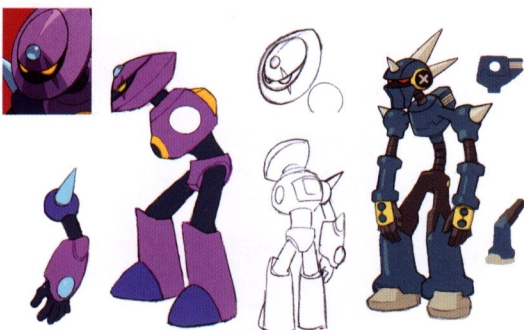
GIRL NAVI



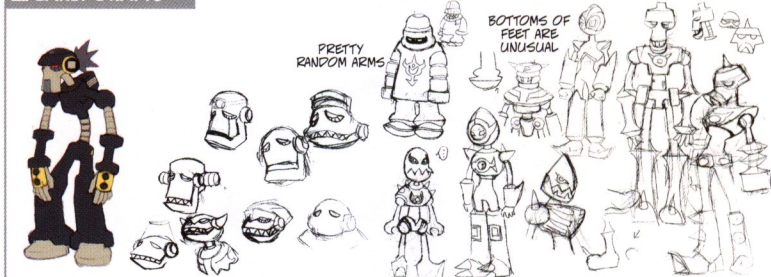
EARLY DRAFTS



EVIL NAVI



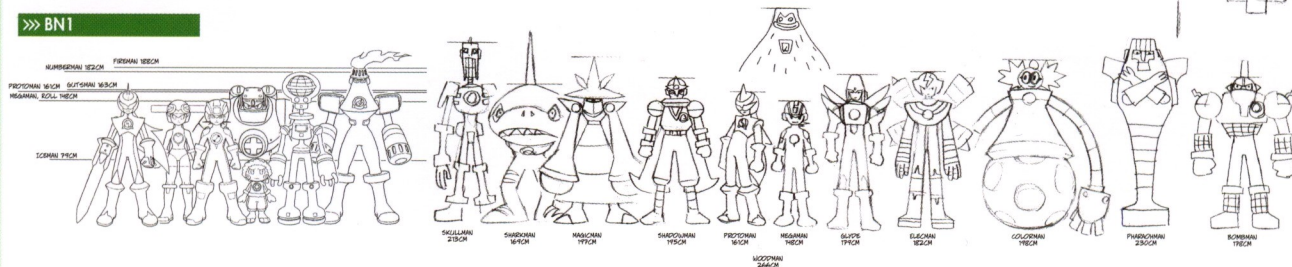
EARLY DRAFTS



NAVI COMPARISONS

We made height comparison charts for every game. We had determined specific values (virtual centimeters) for BN1, but beyond that, we didn't get too specific. That's why some Navis seem to be different sizes in different illustrations. Yeah, we're pretty loose like that... (laughs) (Ishihara)

>>> BN1



>>> BN2



>>> BN3



>>> BN4



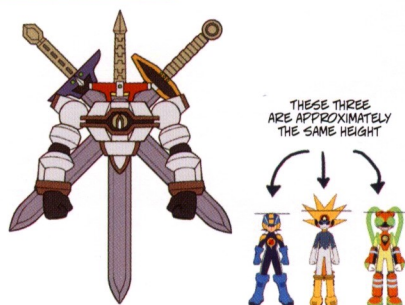
>>> BN5



>>> BN6



>>> NT



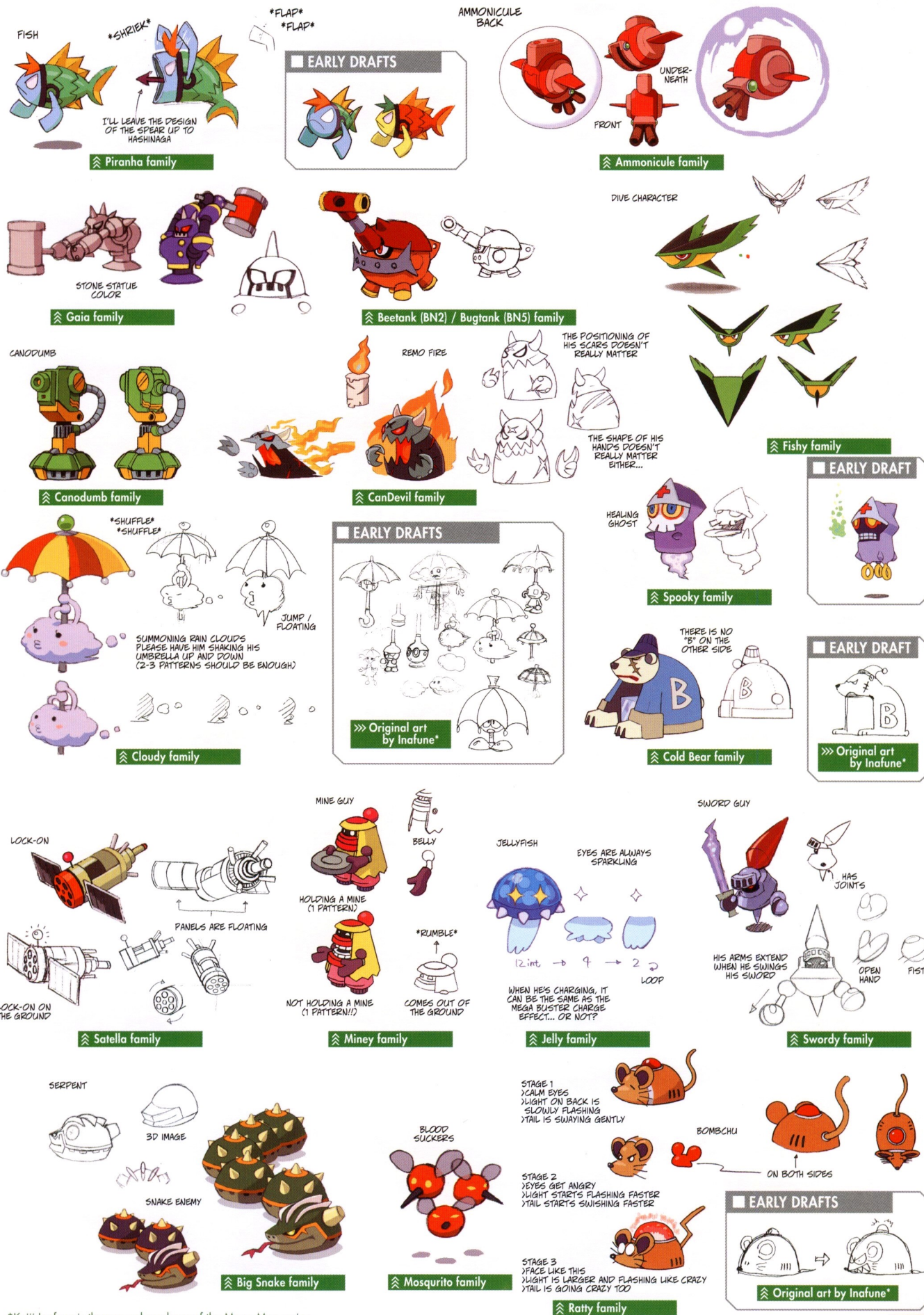
>>> EXELoN



Viruses

These little guys may look cute, but they no doubt caused a lot of trouble for many players. We have grouped the virus characters by the game they appeared in.

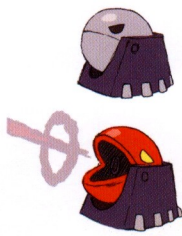
BN1 OUTBREAKS



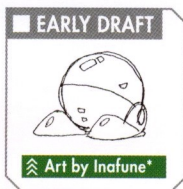
*Keiji Inafune is the general producer of the Mega Man series.



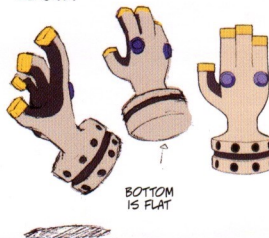
Scuttlest family



Hard Head family

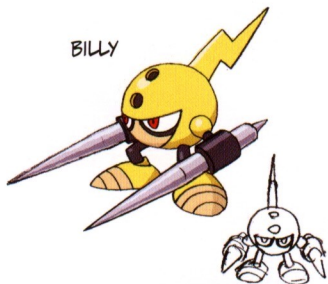
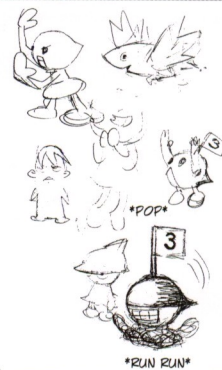


COUNT

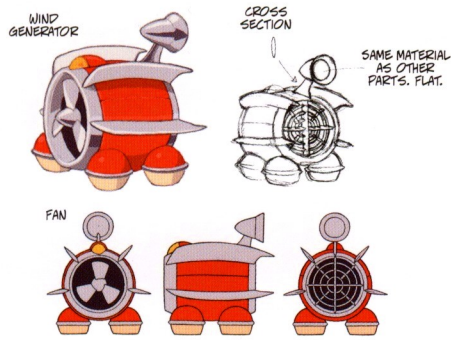


Handy (BN2) / Handi (BN5) family

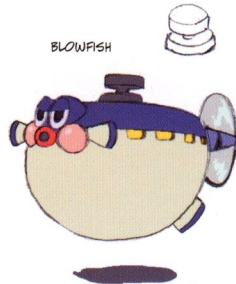
■ **EARLY DRAFTS**



Billy family

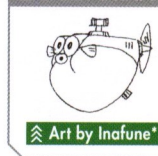


Fanner family



Puffy family

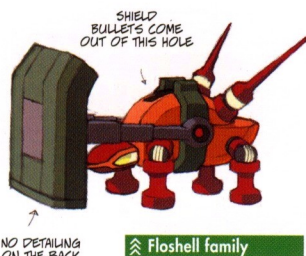
■ **EARLY DRAFT**



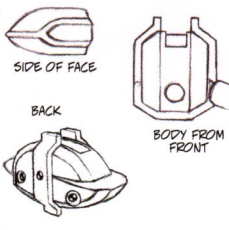
BROKEN PROGRAM



Prog family



Flosshell family



POITTON

DECOY BIRD

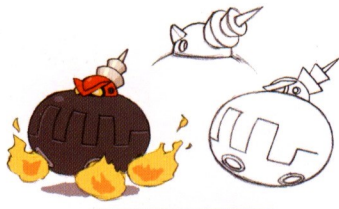
CAMOUFLAGE NET

Poitton family

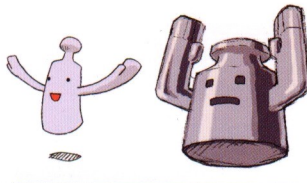
LEAFY



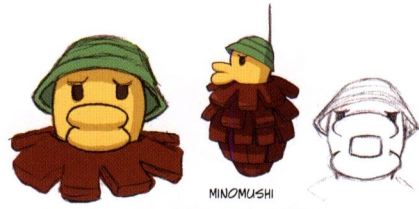
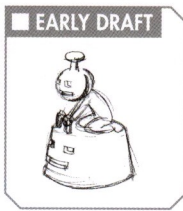
Popper family



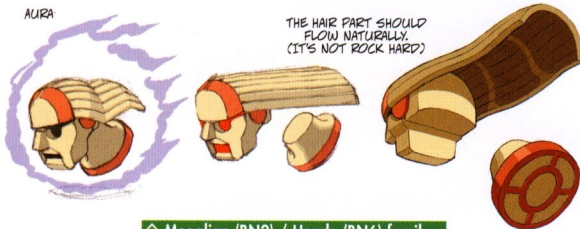
Vulgear family



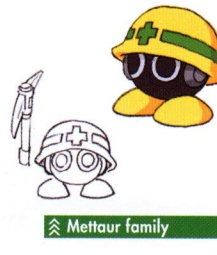
Flappy (BN2) / Powie (BN5) family



AURA



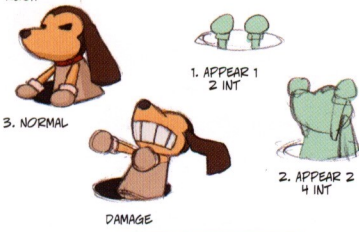
Megalian (BN2) / Heady (BN6) family



Mettaur family

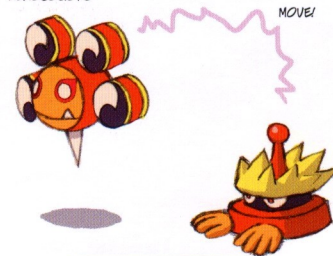


RUSH



Mole family

RENOCOGORO

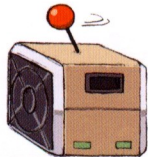


Twisty family

*Keiji Inafune is the general producer of the Mega Man series.

BN2 NEW OUTBREAKS

001 02



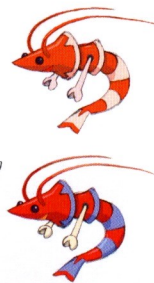
Wind Box family



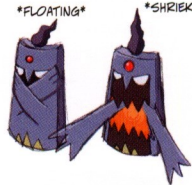
FLASH
FLASH

SHIMPY'S PROPORTIONS LOOK LIKE THIS. HIS FRONT END AND BACK END ARE PRETTY LONG, AND REALLY SHRIMP-LIKE. I'M SORRY WE ONLY SENT YOU VAGUE IMAGES...

Shrimpy family



Dominernd family



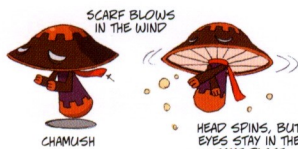
Spike family



Shadow family



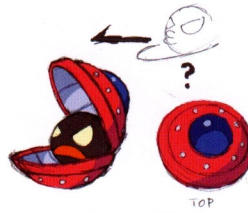
Kill Plant family



Mushy family



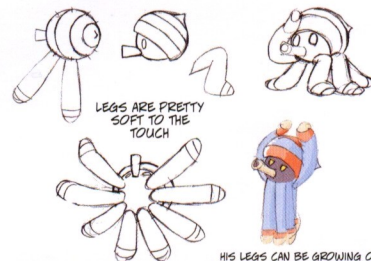
Snapper (BN2) / Ninjoy (BN5) family



Shellgeek family



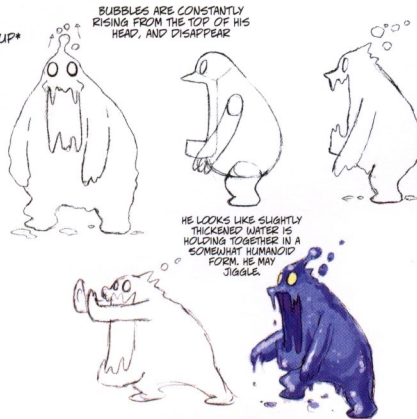
Brush Man family



Octon family



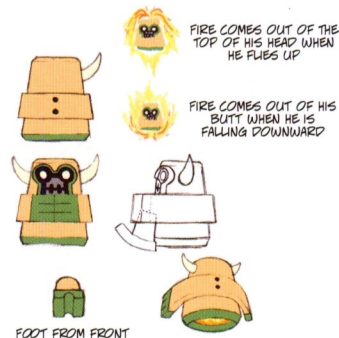
Puff Ball family



Null family



Flamey family



FIRE COMES OUT OF THE TOP OF HIS HEAD WHEN HE FLIES UP

FIRE COMES OUT OF HIS BUTT WHEN HE IS FALLING DOWNWARD

FOOT FROM FRONT

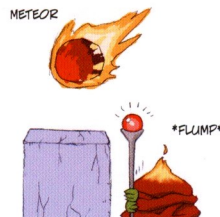
EARLY DRAFT



Magneaker family



Melfire family

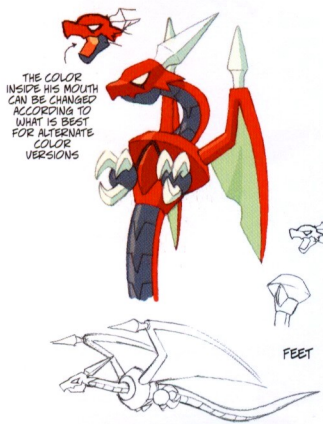


THIS IS WHAT HE LOOKS LIKE WHEN HE'S HIDING BEHIND SOMETHING AND SUMMONING METEORS (IT SHOULD BE LIKE HIS BODY JUST DISSIPATES AND HIS ROBES COLLAPSE)

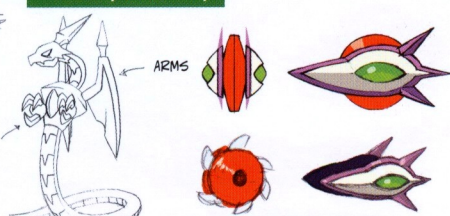
EARLY DRAFT



Sparky (BN2) / Shakey (BN5) family



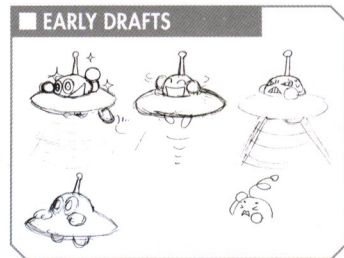
Lavagon family



Yort family



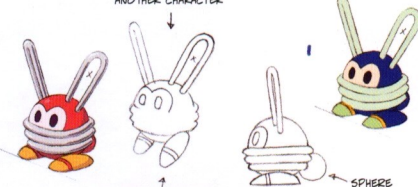
Red UFO family



LEGS ARE FROM ANOTHER CHARACTER

RABIREE

Bunny family



YOU DON'T REALLY NEED TO THINK TOO HARD ABOUT THE JOINTS CONNECTING THE LEGS TO THE BODY

SIDE

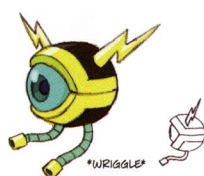
SPHERE



Protecto family



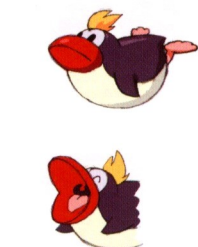
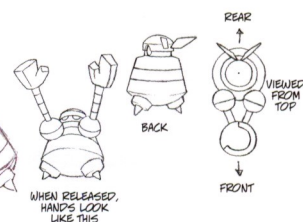
⌘ Viney family



⌘ Killer Eye family



⌘ Quaker family



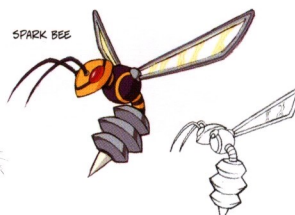
⌘ Pengi family



⌘ Slimey family



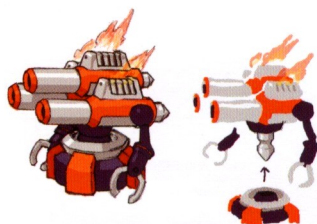
⌘ Snow Blow family



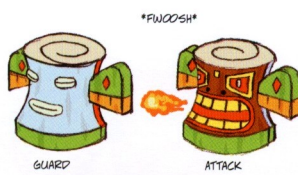
⌘ Elebee family



⌘ Twins family



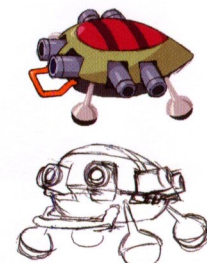
⌘ Basher family



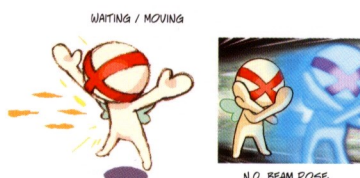
⌘ Totem family



⌘ Number family



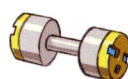
⌘ Needler family



⌘ N.O. family



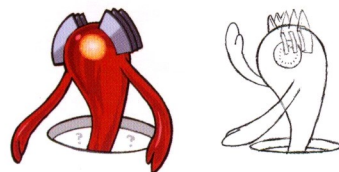
⌘ Eleball family



⌘ Heavy family



⌘ Trumpy family



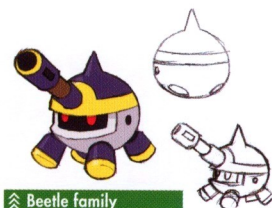
⌘ Alpha Bug family



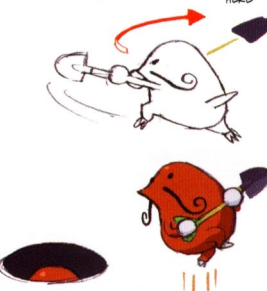
⌘ Volcano family



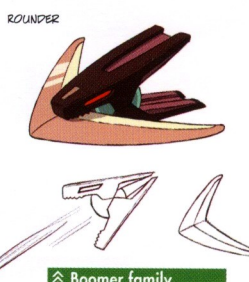
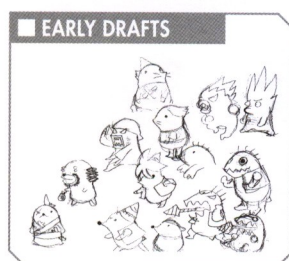
⌘ Metrid family



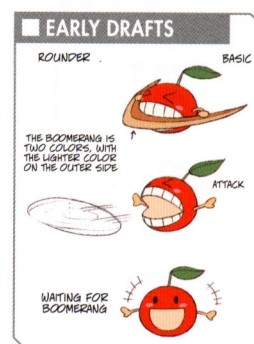
⌘ Beetle family



⌘ Momogra family



⌘ Boomer family

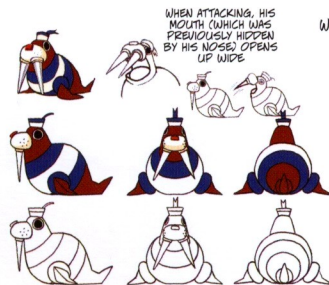


BN4 NEW OUTBREAKS

038

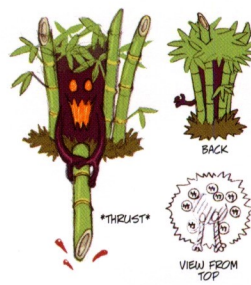


Weather family

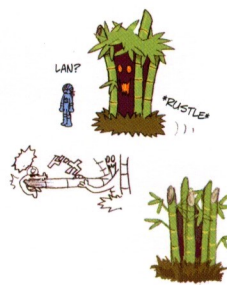


Walla family

WALRUS



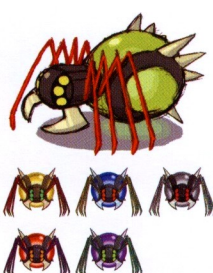
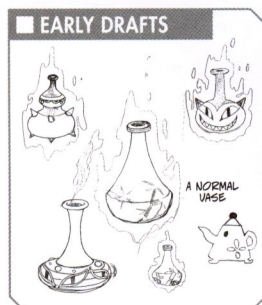
Kilby family



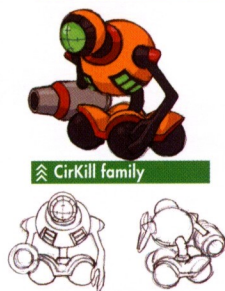
Lark family



Elemperor family



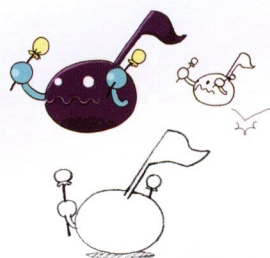
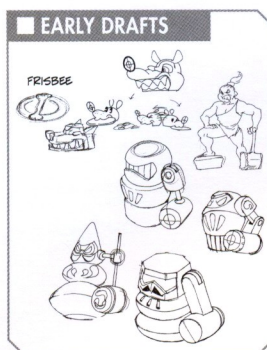
Spidy family



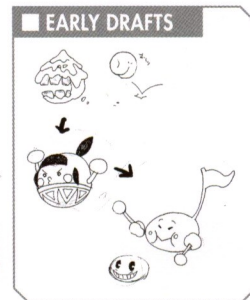
CirKill family



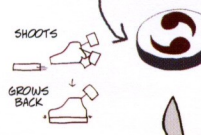
Dharma family



Melody family



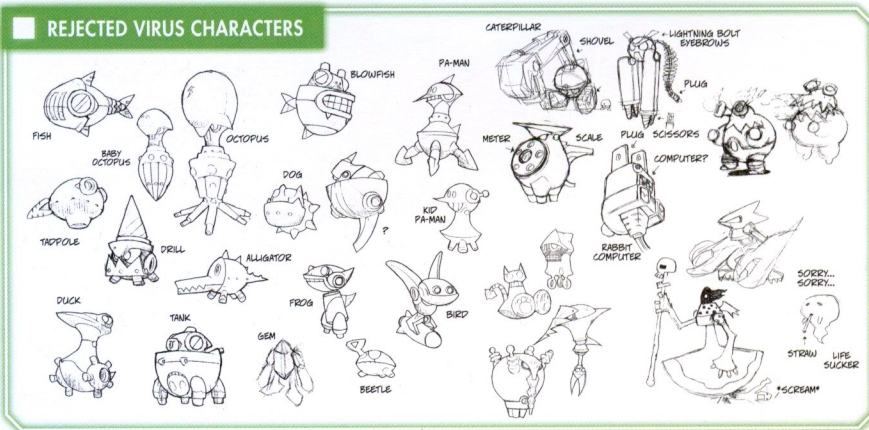
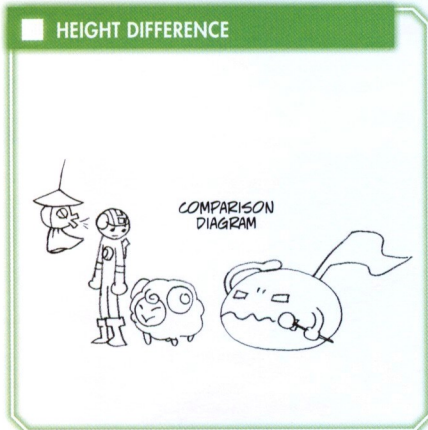
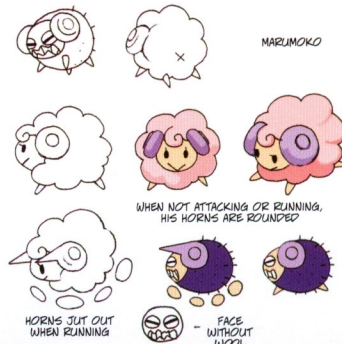
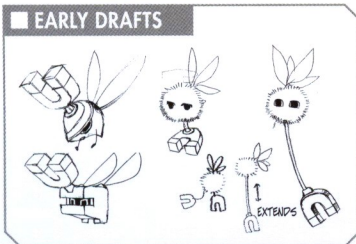
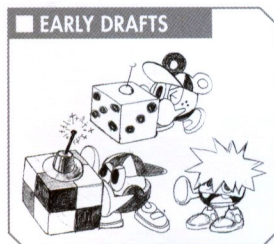
Bomboy family

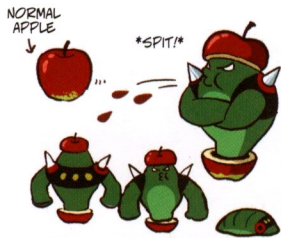


Magtect family

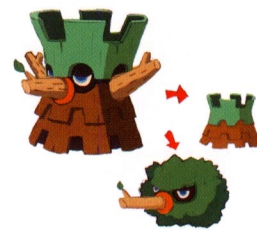
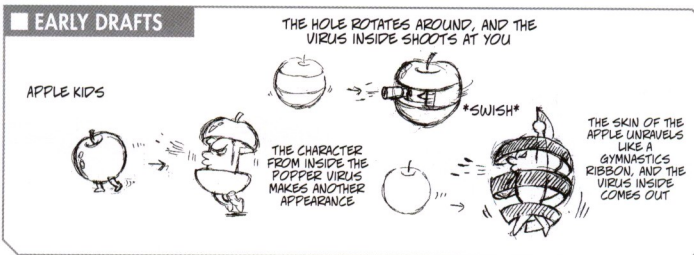


Moloko family

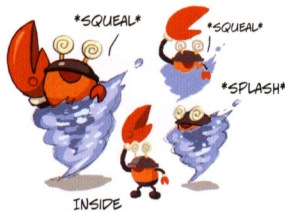




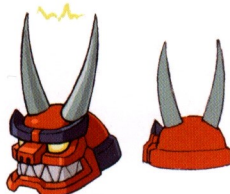
Appley family



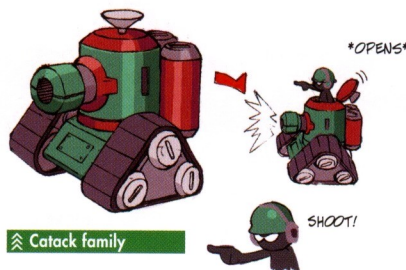
WuNote family



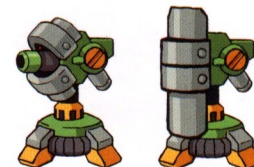
Whirley family



Eleogre family



Catack family



CanGuard family

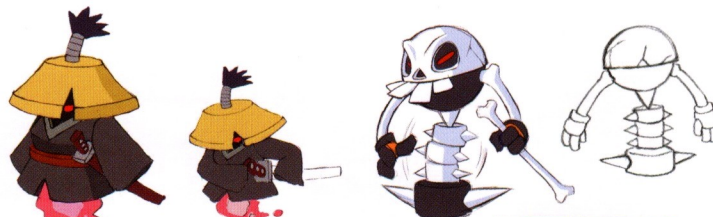


Big Brute family

BIG BRUTE FROM BACK. REAR LEGS ARE NOT ATTACHED TO BODY.



Zomon family



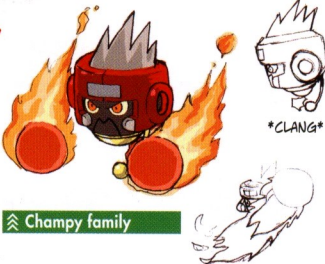
Skarab family



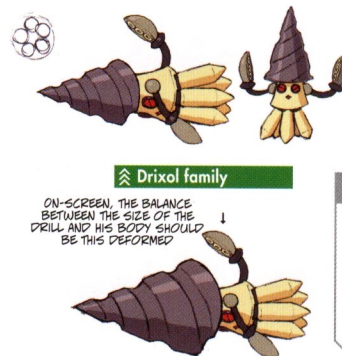
Cactikil family



Draggin family



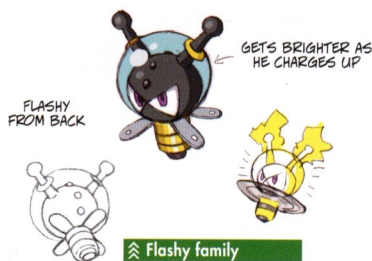
Champy family



Drixol family

ON-SCREEN, THE BALANCE BETWEEN THE SIZE OF THE DRILL AND HIS BODY SHOULD BE THIS DEFORMED

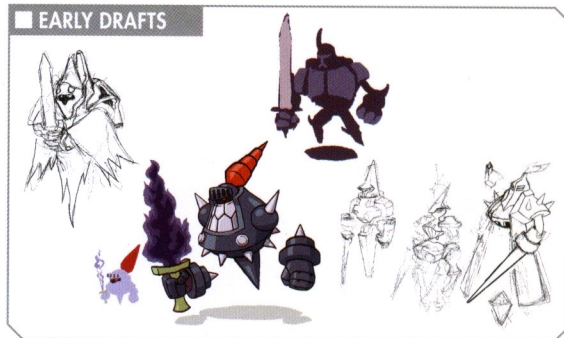
EARLY DRAFT



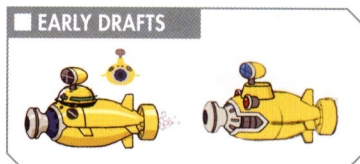
Flashy family



Batty family



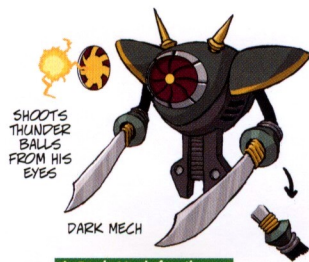
Marina family



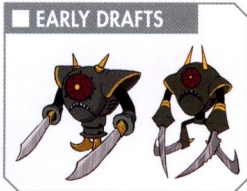
Bladia family



Tin Hawk family



Dark Mech family

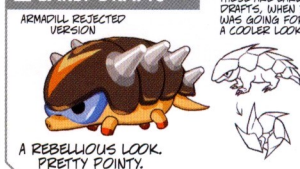


EARLY DRAFTS



Armadill family

EARLY DRAFTS



THE EDGES OF HIS HELMET ARE CUT DIAGONALLY

EDGES ARE NOT SHARP

LOOKS BORED

AS MORE AND MORE LIGHTNING BOLTS HIT HIM, HE STORES UP ENERGY, CHANGES HIS FACIAL EXPRESSION, AND STARTS TO GLOW.

SHOOTS LIGHTNING BEAMS FROM HIS MOUTH

LIGHTNING HITS HIM FROM ABOVE

SCARE CROW BACK

DOES NOT PRODUCE SMOKE DURING THIS PROCESS

ATTACK

LOTS OF SMOKE COMING OUT

SHRINKS DOWN A BIT

STRETCHES OUT AND OPENS MOUTH

ROAR

FOOSH!

MOUTH IS LARGER THAN WHEN HE WAS IT SHUT

SHRINK

JUMP

NORMAL LEGS

STRETCHED LEGS WHEN SHRUNK

STRAIGHT LEGS WHEN JUMPING

Old Stove family

SENBON

NORMAL

ANGRY

SUPER ANGRY

FLASHING (SLOWLY)

FLASHING (QUICKLY)

SEPARATE BODY INTO FOUR PARTS

Puffly family

PULSERIGGER

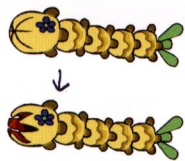
WHIRR

Pulse Bulb family

EARLY DRAFTS

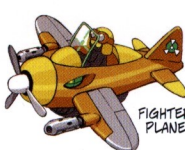


Big Hat family



Snake Arm family

EARLY DRAFT



Fighter Plane family

EARLY DRAFT



FIRES ALTERNATELY

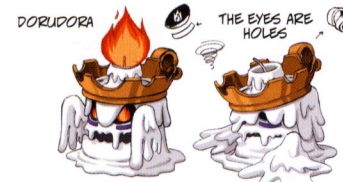
HAS BINOCULARS

CHASE MODE

OCTAGON

Gunner family

EARLY DRAFTS



Haunted Candle family



Nightmare family



Starfish family

EARLY DRAFTS



Honey Bomber family

MORIPPE

NORMAL

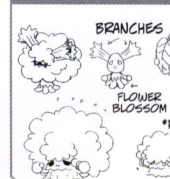
GULP

SPIT

EYES ARE LOGS

Shrubby family

EARLY DRAFTS



Bomb Corn family

EARLY DRAFTS



Kettle family



NORMAL

HEATING UP BODY AND LID RATTLE

BUBBLING BODY RATTLES MORE AND LID STARTS JUMPING AROUND DIAGONALLY

STRETCH

SHRINK

STEAM

LID SHOOT OFF AND DISAPPEARS SPLASH

BOWLING LID DOESN'T MOVE, EYES CHANGE COLOR

DIVIDE INTO 8 PARTS AND RECYCLE ANIMATION

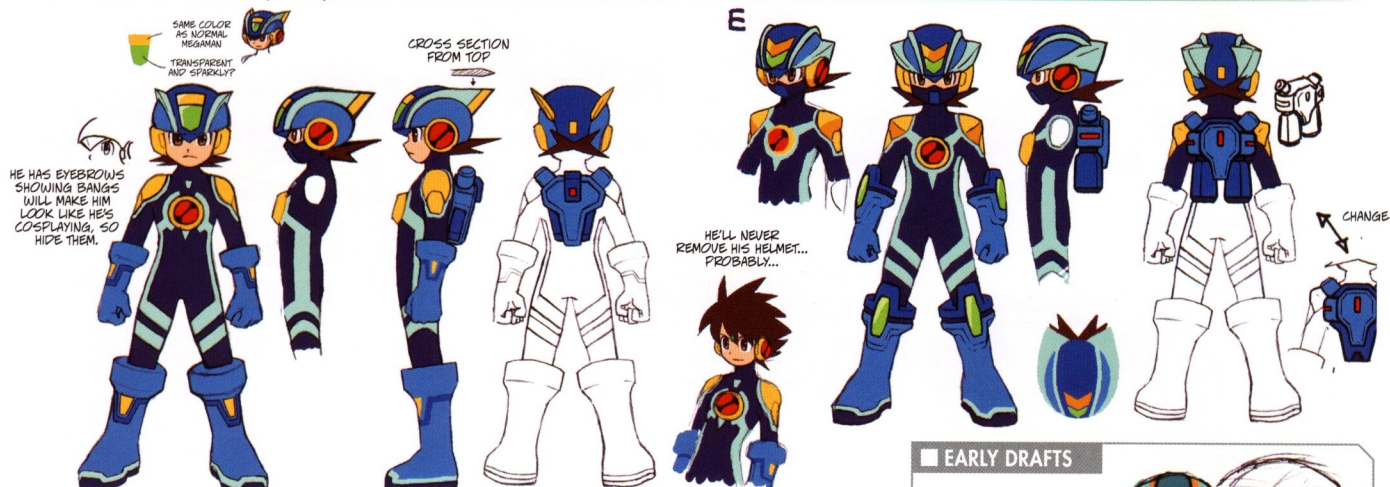


Cragger family

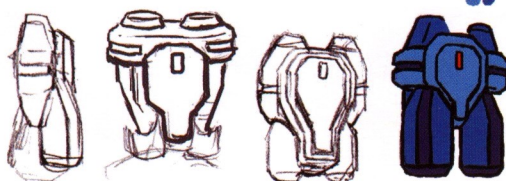
EARLY DRAFTS



CROSS FUSION (C.F.) MEGAMAN

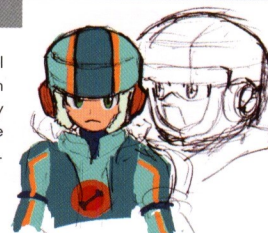


With MegaMan and ProtoMan, we're always asked to remove details and simplify the designs, so this was the first time I had to actually add more details! I never realized how hard that could be. (Ishihara)



EARLY DRAFTS

This is something I sketched up when we heard that they may include the Ice Soul in the anime. (Ishihara)



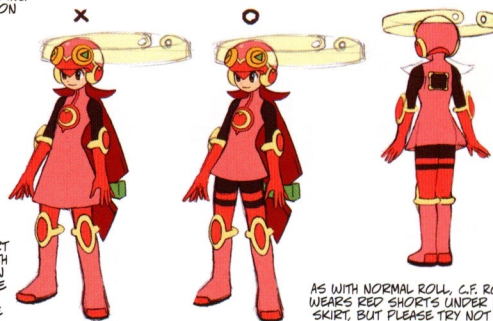
C.F. PROTOMAN



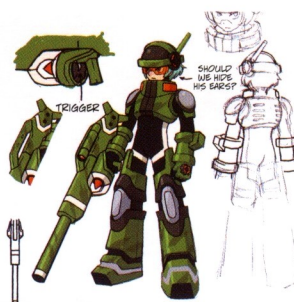
This is an image of an old rival looking down at our hero, full of hatred and an oppressive aura. (Ishihara)

C.F. ROLL

NOTES REGARDING CROSS FUSION ROLL



C.F. SEARCHMAN



C.F. GYROMAN

CF GYROMAN IDEA

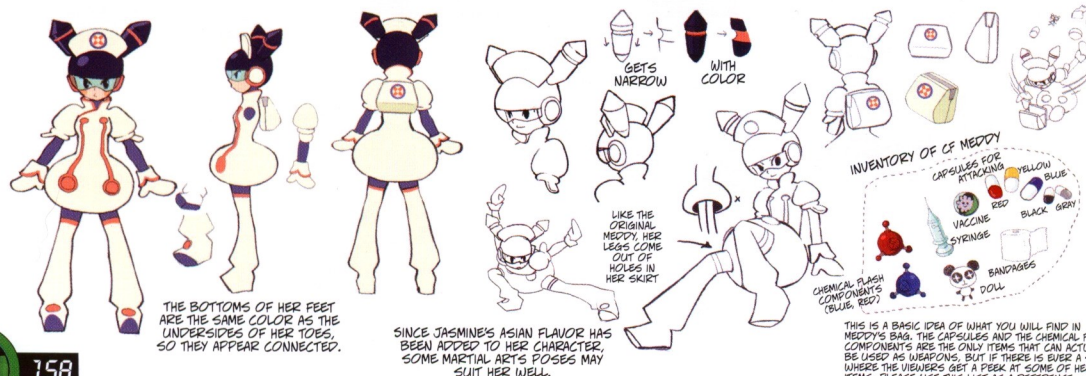


C.F. NAPALMMAN

CF NAPALMMAN IDEA



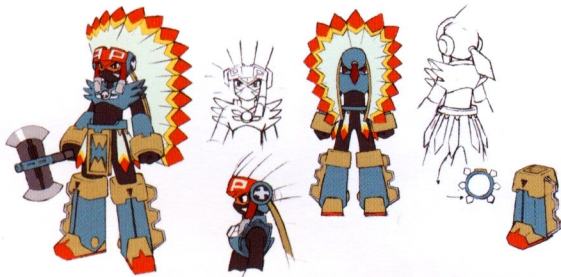
C.F. MEDDY



C.F. COLONEL



C.F. TOMAHAWKMAN



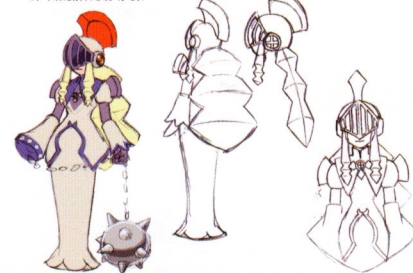
C.F. SHADOWMAN

CF SHADOWMAN IDEA

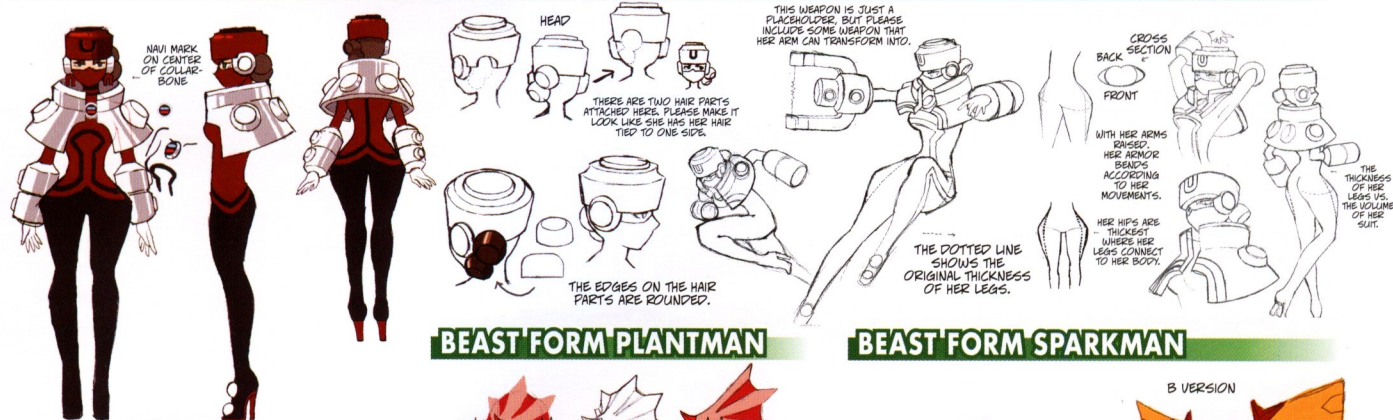


C.F. KNIGHTMAN

CF KNIGHTMAN IDEA



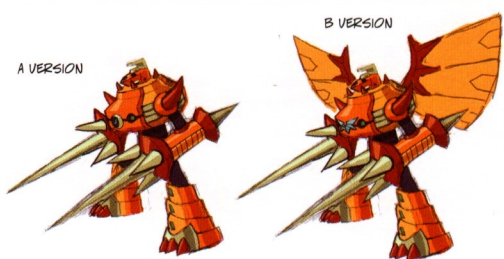
C.F. MAGNETMAN



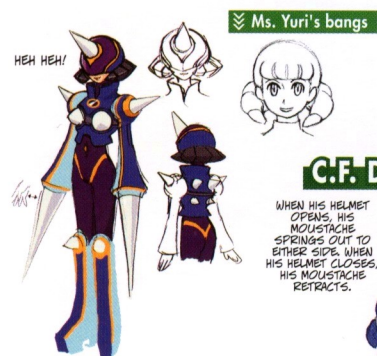
BEAST FORM PLANTMAN



BEAST FORM SPARKMAN



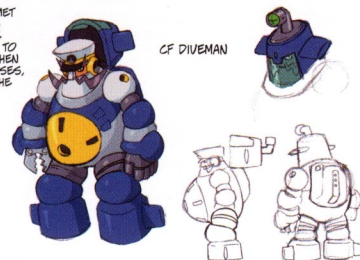
C.F. NEEDLEMAN



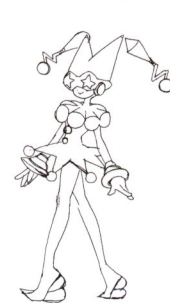
For the head, we merged Ms. Yuri's head with NeedleMan's head. (Ishihara)

C.F. DIVEMAN

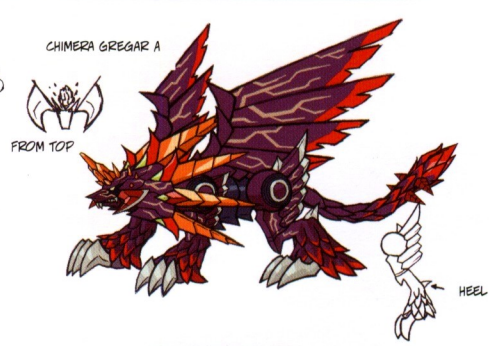
WHEN HIS HELMET OPENS, HIS MOUSTACHE SPRINGS OUT TO EITHER SIDE. WHEN HIS HELMET CLOSSES, HIS MOUSTACHE RETRACTS.



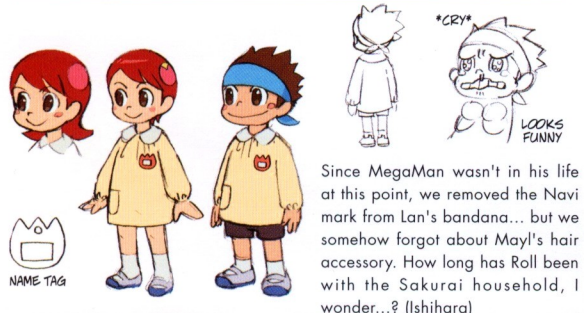
C.F. CIRCUSMAN



SUPER CYBEAST

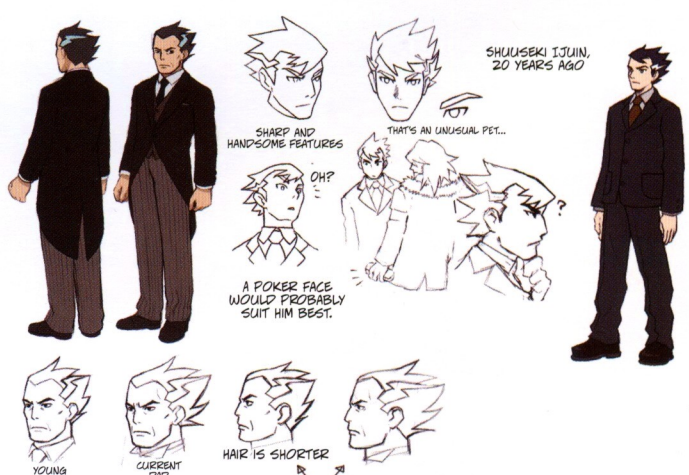


LAN & MAYL IN KINDERGARTEN

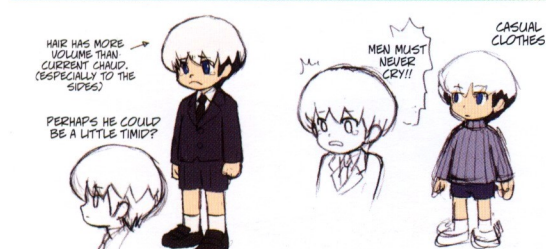


Since MegaMan wasn't in his life at this point, we removed the Navi mark from Lan's bandana... but we somehow forgot about Mayl's hair accessory. How long has Roll been with the Sakurai household, I wonder...? (Ishihara)

SHUUSEKI IJUN



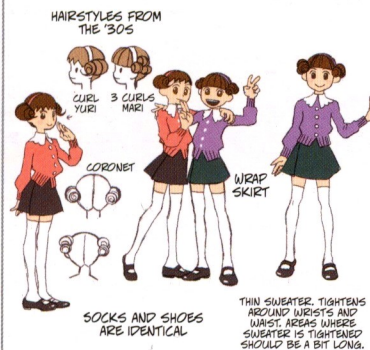
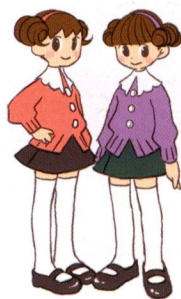
EUGENE CHAUD - 5 YEARS OLD



IF THE DIFFERENCE ISN'T NOTICEABLE ENOUGH, IT CAN BE ALTERED MORE OR JUST BE MADE THE SAME AS HIS HAIRSTYLE FROM THE GAME.

MS. YURI AND MS. MARI AS CHILDREN

EARLY DRAFTS



LITTLE DINGO

PERHAPS WE COULD REMOVE THE PAINT FROM HIS FACE WHEN HE IS A CHILD.



DUSK

NORMAL FACE LOOKS A BIT ANGRY

HMM...

HE SHOULD LOOK PRETTY BUT ALL THE TIME, NO MATTER WHAT KIND OF FACIAL EXPRESSION HE IS MAKING.

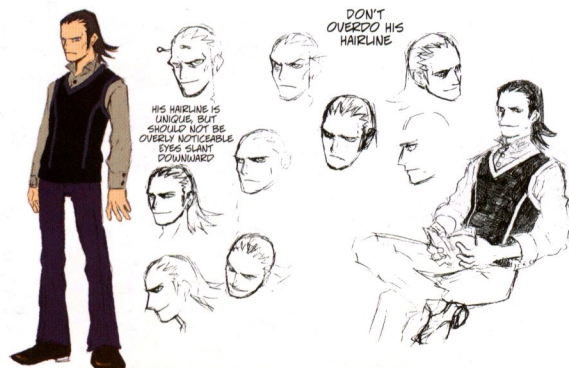
SHOULD NEVER LAUGH LIKE THIS

BROW IS ALWAYS FURROWED



We didn't have this character design done for BN2 yet, but we were asked to come up with something for the anime first, as he would be making an appearance there... it felt a little strange. (Ishihara)

DR. REGAL, 15 YEARS AGO

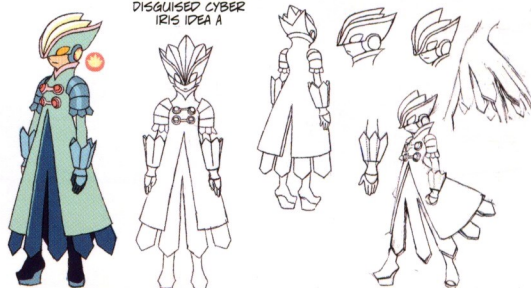


ANETTA



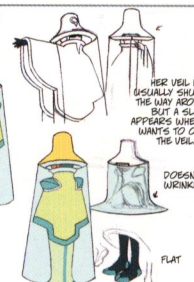
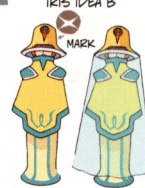
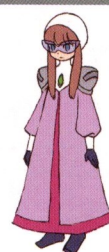
MYSTERIOUS NAVI (IRIS'S DISGUISE)

DISGUISED CYBER IRIS IDEA A



EARLY DRAFTS

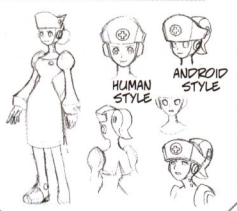
DISGUISED CYBER IRIS IDEA B



ANIME EXCLUSIVE CHARACTERS

When requested by the anime production team, we would come up with designs (and sometimes the original art) for the anime-exclusive characters. There were a few things about designing characters for an anime that felt different from what we usually do, but the whole aspect of working under the pressure of a tight schedule was very familiar. (Ishihara)

EARLY DRAFTS



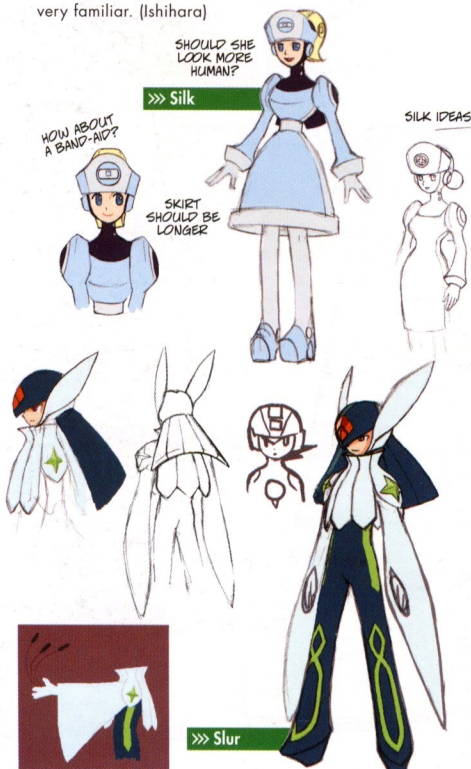
SHOULD SHE LOOK MORE HUMAN?

>>> Silk

SILK IDEAS

HOW ABOUT A BAND-AID?

SKIRT SHOULD BE LONGER



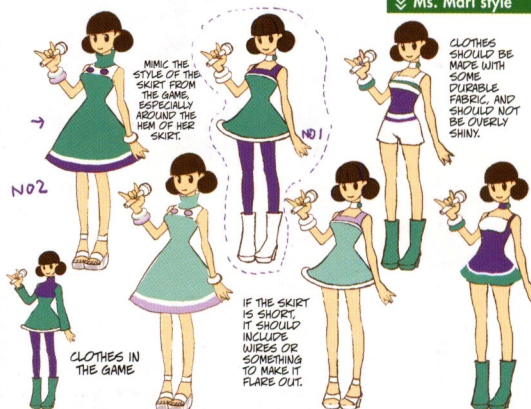
>>> Slur

EARLY DRAFTS

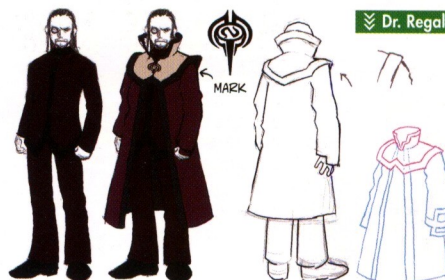


IDEAS FOR STAGE COSTUMES

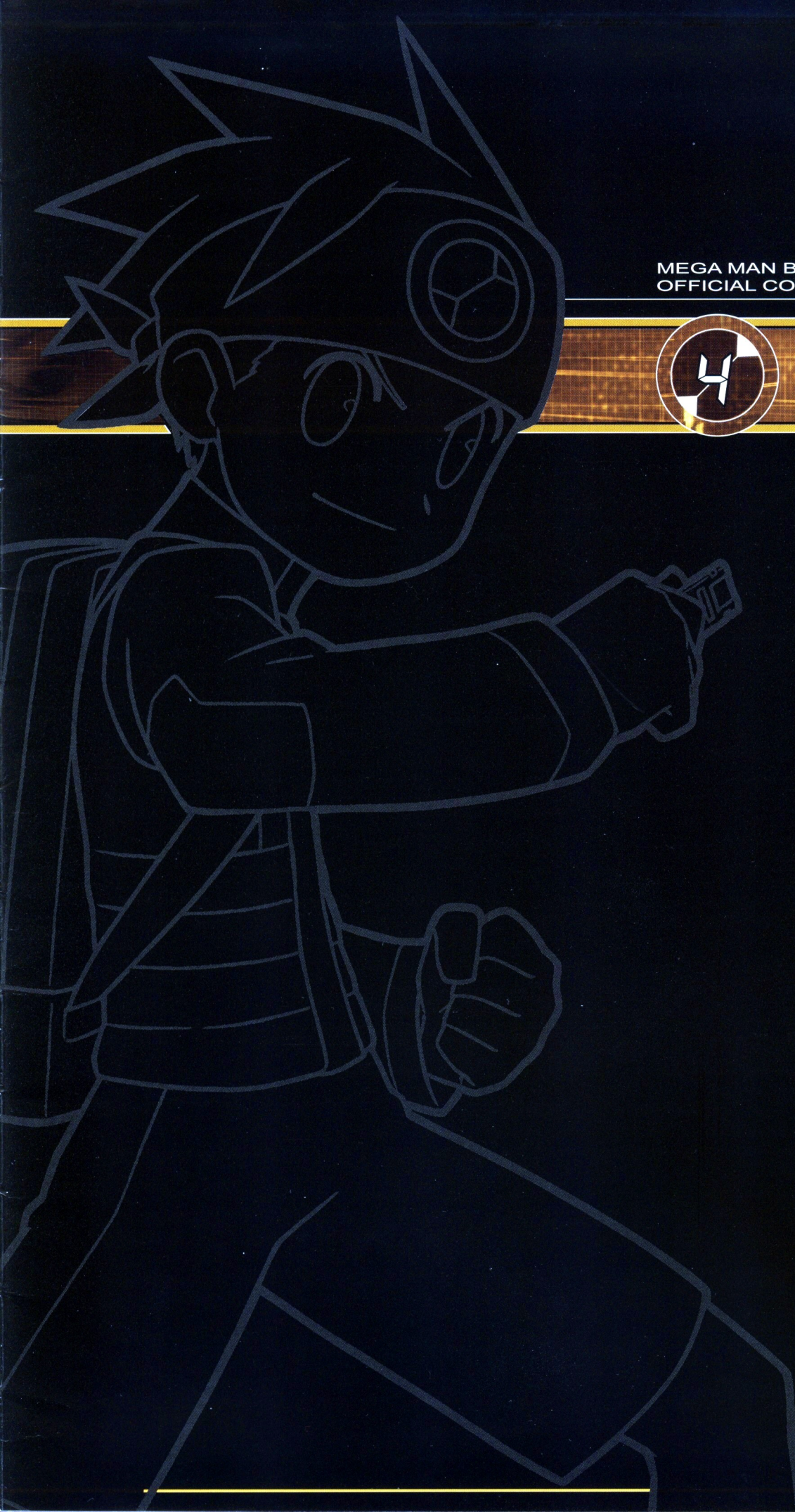
>>> Ms. Mari style



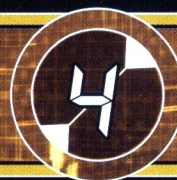
>>> Dr. Regal style



This character appeared in the anime as the messenger of Duo, who is sort of like a god in his own way. We took the director's rough idea and built on it to link the character to Duo in appearance. (Ishihara)



MEGA MAN BATTLE NETWORK
OFFICIAL COMPLETE WORKS



Chapter:4

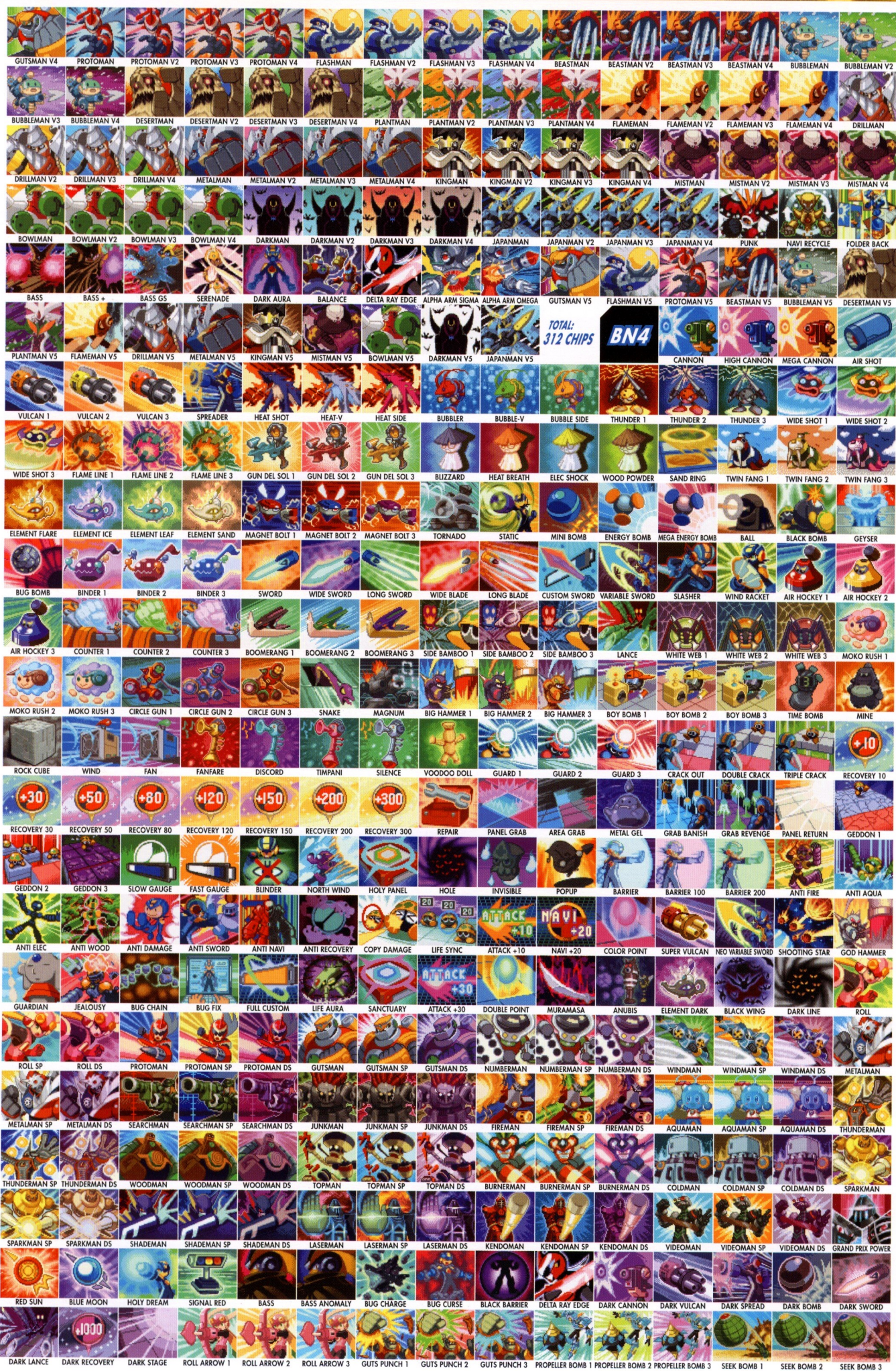
EXTRAS

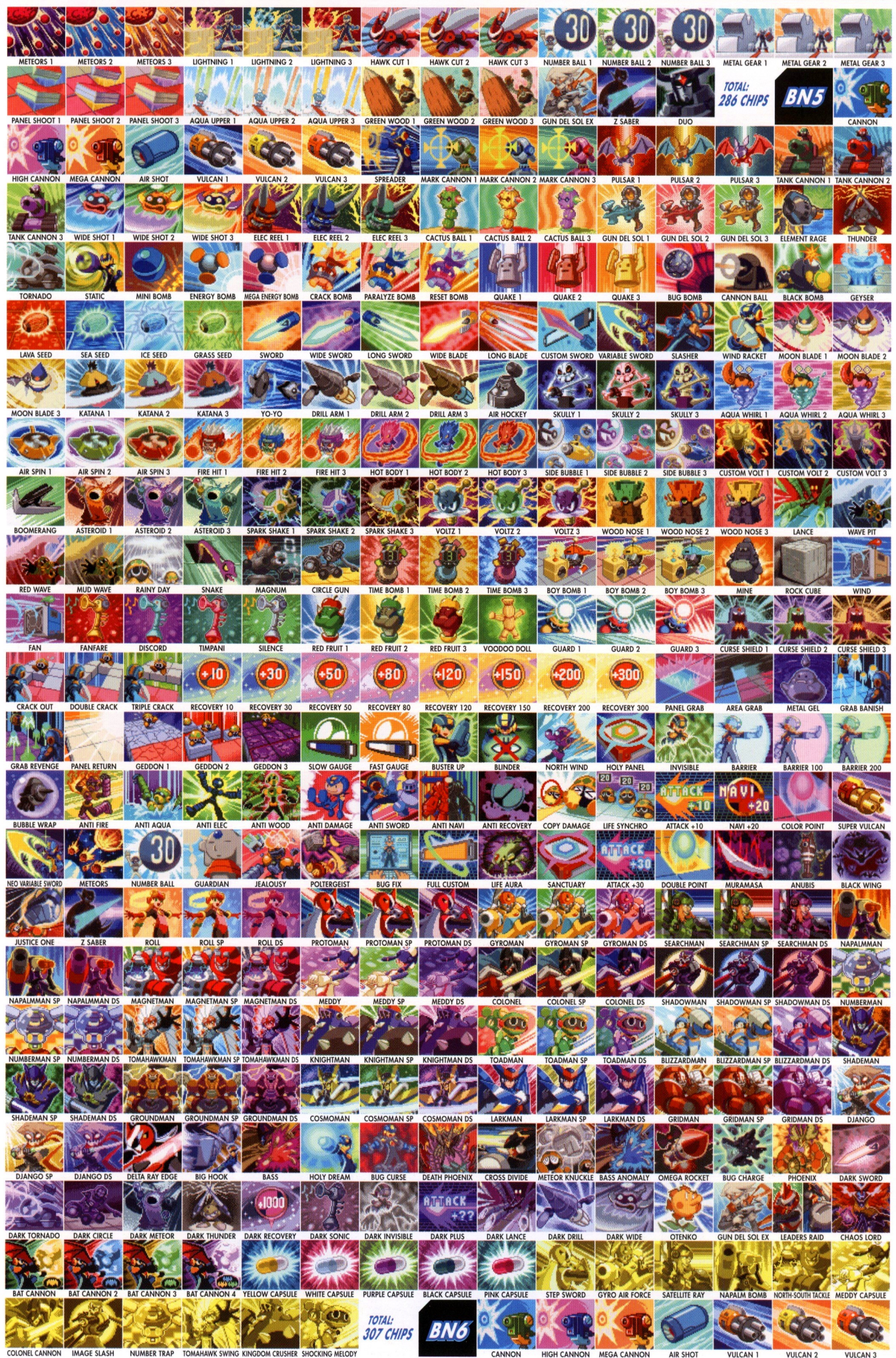
Battle Chip List

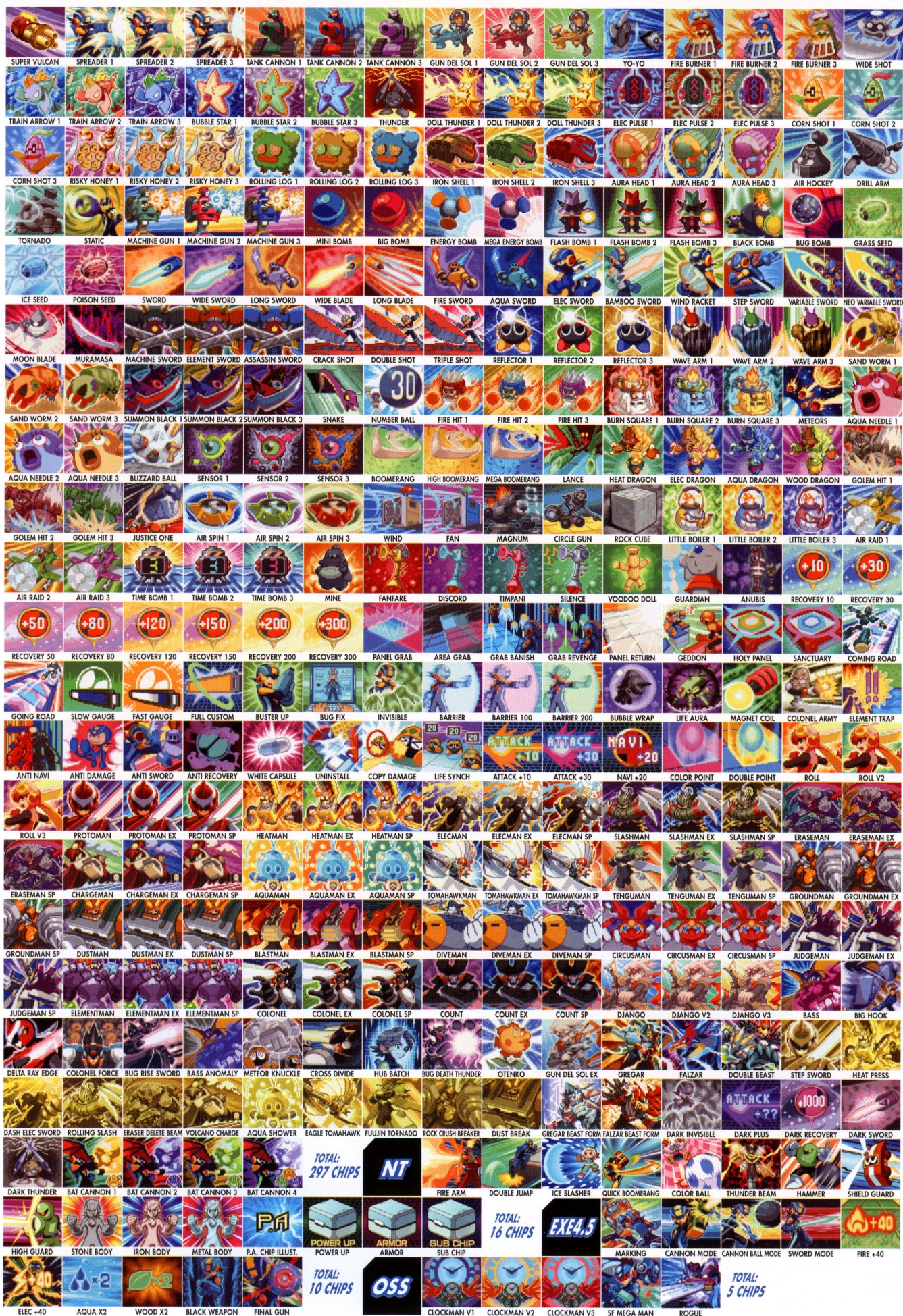
This is a complete list of the Battle Chips from the Mega Man Battle Network series, listed in order by their in-game library numbers. For NT, EXE4.5, and EXEOSS, only the newly-added Chips are listed.

CANNON	HIGH CANNON	MEGA CANNON	SHOTGUN	CROSS GUN	SPREADER	BUBBLER	HEATER	MINI BOMB	LIL' BOMB	CROSS BOMB	BIG BOMB	SWORD	WIDE SWORD	
LONG SWORD	FIGHTER SWORD	KNIGHT SWORD	HERO SWORD	FIRE SWORD	AQUA SWORD	ELEC SWORD	MURAMASA	SHOCK WAVE	SONIC WAVE	DYNA WAVE	FIRE TOWER	AQUA TOWER	WOOD TOWER	QUAKE 1
QUAKE 2	QUAKE 3	GUTS PUNCH	ICE PUNCH	DASH	HOWITZER	TRIPLE ARROW	TRIPLE SPEAR	TRIPLE LANCE	RATTON 1	RATTON 2	RATTON 3	WAVE	RED WAVE	BIG WAVE
GAIA 1	GAIA 2	GAIA 3	THUNDER 1	THUNDER 2	THUNDER 3	RING ZAP 1	RING ZAP 2	RING ZAP 3	TYPHOON	HURRICANE	CYCLONE	SNAKE EGG 1	SNAKE EGG 2	SNAKE EGG 3
DRAIN 1	DRAIN 2	DRAIN 3	BODY BURN	X-PANEL 1	X-PANEL 2	HAMMER	MET GUARD	IRON SHIELD	RECOVERY 10	RECOVERY 30	RECOVERY 50	RECOVERY 80	RECOVERY 120	RECOVERY 150
RECOVERY 200	RECOVERY 300	STEAL	GEDDON 1	GEDDON 2	ESCAPE	INTERRUPT	REPAIR	TIME BOMB 1	TIME BOMB 2	TIME BOMB 3	CLOUD	CLOUDIER	CLOUDIEST	MINE 1
MINE 2	MINE 3	DYNAMITE 1	DYNAMITE 2	DYNAMITE 3	REMOTE BIT 1	REMOTE BIT 2	REMOTE BIT 3	LOCK ON 1	LOCK ON 2	LOCK ON 3	CANDLE 1	CANDLE 2	CANDLE 3	ANUBIS
ICE CUBE	ROCK CUBE	BUSTER GUARD	BUSTER BOMB	BUSTER SWORD	BUSTER PUNCH	SLOW GAUGE	FAST GAUGE	INVISIBLE 1	INVISIBLE 2	INVISIBLE 3	DROPDOWN	POPUP	IRON BODY	BARRIER
BUBBLE WRAP 1	BUBBLE WRAP 2	BUBBLE WRAP 3	LEAF SHIELD	AQUA AURA	FIRE AURA	WOOD AURA	LIFE AURA	ROLL	ROLL V2	ROLL V3	GUTSMAN	GUTSMAN V2	GUTSMAN V3	PROTOMAN
PROTOMAN V2	PROTOMAN V3	FIREMAN	FIREMAN V2	FIREMAN V3	NUMBERMAN	NUMBERMAN V2	NUMBERMAN V3	STONEMAN	STONEMAN V2	STONEMAN V3	ICEMAN	ICEMAN V2	ICEMAN V3	COLORMAN
COLORMAN V2	COLORMAN V3	ELECMAN	ELECMAN V2	ELECMAN V3	BOMBMAN	BOMBMAN V2	BOMBMAN V3	MAGICMAN	MAGICMAN V2	MAGICMAN V3	WOODMAN	WOODMAN V2	WOODMAN V3	SKULLMAN
SKULLMAN V2	SKULLMAN V3	SHARKMAN	SHARKMAN V2	SHARKMAN V3	PHARAOHMAN	PHARAOHMAN V2	PHARAOHMAN V3	SHADOWMAN	SHADOWMAN V2	SHADOWMAN V3	BASS	TOTAL: 176 CHIPS	BN2	CANNON
HIGH CANNON	MEGA CANNON	SHOTGUN	V-GUN	CROSS GUN	SPREADER	BUBBLER	BUBBLE-V	BUBBLE CROSS	BUBBLE SPREAD	HEAT SHOT	HEAT-V	HEAT CROSS	HEAT SPREAD	MINI BOMB
LIL' BOMB	CROSS BOMB	BIG BOMB	TREE BOMB 1	TREE BOMB 2	TREE BOMB 3	SWORD	WIDE SWORD	LONG SWORD	FIRE SWORD	AQUA SWORD	ELEC SWORD	FIRE BLADE	AQUA BLADE	ELEC BLADE
STEP SWORD	KUNAI 1	KUNAI 2	KUNAI 3	CUSTOM SWORD	MURAMASA	VARIABLE SWORD	SLASHER	SHOCK WAVE	SONIC WAVE	DYNA WAVE	QUAKE 1	QUAKE 2	QUAKE 3	GUTS PUNCH
COLD PUNCH	DASH ATTACK	WRECKER	CANNON BALL	DOUBLE NEEDLE	TRIPLE NEEDLE	QUAD NEEDLE	TRIDENT	RATTON 1	RATTON 2	RATTON 3	FIRE RAT	TORNADO	TWISTER	BLOWER
BURNER	ZAP RING 1	ZAP RING 2	ZAP RING 3	SATELLITE 1	SATELLITE 2	SATELLITE 3	SPICE 1	SPICE 2	SPICE 3	MAGNET BOMB 1	MAGNET BOMB 2	MAGNET BOMB 3	YO-YO 1	YO-YO 2
YO-YO 3	CURSE SHIELD 1	CURSE SHIELD 2	CURSE SHIELD 3	HAMMER	ZEUS HAMMER	LANCE	BRONZE FIST	SILVER FIST	GOLD FIST	POISON MASK	POISON FACE	WHIRLPOOL	BLACK HOLE	METEOR 9
METEOR 12	METEOR 15	METEOR 18	TIME BOMB 1	TIME BOMB 2	TIME BOMB 3	LIL' CLOUD	MEDIUM CLOUD	BIG CLOUD	MINE	FRONT SENSOR	DOUBLE SENSOR	REMOTE BIT 1	REMOTE BIT 2	REMOTE BIT 3
AQUA BALLOON	ELEC BALLOON	HEAT BALLOON	GEYSER	LAVA DRAGON	GOD STONE	OLD WOOD	GUARD	PANEL OUT 1	PANEL OUT 3	LINE OUT	CATCHER	MIND BENDER	RECOVERY 10	RECOVERY 30
RECOVERY 50	RECOVERY 80	RECOVERY 120	RECOVERY 150	RECOVERY 200	RECOVERY 300	PANEL GRAB	AREA GRAB	GRAB REVENGE	GEDDON 1	GEDDON 2	GEDDON 3	ESCAPE	AIR SHOES	REPAIR
CANDLE 1	CANDLE 2	CANDLE 3	ROCK CUBE	PRISM	GUARDIAN	WIND	FAN	ANUBIS	SLOW GAUGE	FAST GAUGE	FULL CUSTOM	INVISIBLE 1	INVISIBLE 2	INVISIBLE 3









Chip illustrations were a big part of the workload for the entire Battle Network series. Due to the tight schedule, I had to do three chips per day, all the way from rough drafts to the finished pieces. It was hard, but I learned how to draw faster because of it! (Komaki)



Miscellaneous

This section covers the early drafts and concept art for the various merchandise related to the Mega Man Battle Network series, including eCards and trading cards. Be sure to check out the guest illustrations at the end!

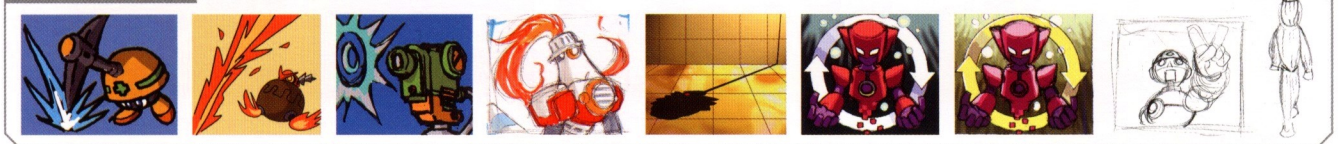
ECARD PACKAGE DESIGNS



CHIP RELATED



EARLY DRAFTS



TIE-INS



ECARD RARE ILLUSTRATIONS



These images were created in collaboration with Duel Masters. We created both an Eternal Phoenix and a Death Phoenix, but due to resource limitations, we ended up having to use the same image for both, with color variations to set them apart. (Ishihara)

TRADING CARDS



Ice Stage



Mindbender



Under Shirt



Slasher



Interrupt



Air Shoes



Elec Sword



Fast Gauge



Gospel



Sanctuary



Jealousy



Anti Sword



Grab Banish



Grab Revenge



Geddon



Triple Hero



Knight Sword



Anti Navi



Navi Recycle



Anti Recovery

OTHER CONCEPT ART

BN3 upgrade code



BN4 C-Slider



CoroCoro Comics bonus (unused)

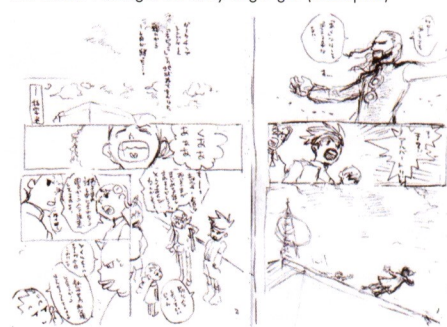


BN5 Virtual Shachihoko rough concepts



BN5 early storyboard

This is a little manga I did before we got started on BN5. This is how I thought the story might go. (Nakajima)



STORYBOARD DIALOGUE

1. REGAL: Even after I'm gone... 2. You can never rid this world of evil... 3. ... forever... 4. LAN: Wait! Regal!! 5. One month has passed since the battle for Earth's survival against the Dark Chip Syndicate, "Nebula." 6. Scilab 7. LAN: "yawn" 8. MAYL: Lan! Your father is about to make a really important speech! You'd better not yawn like that while he's speaking... 9. LAN: Why do you think I'm getting it out of the way now? 10. MAYL: I just wanted to make sure you weren't planning on yawning during his speech. 11. LAN: I won't... 12. DEX: Is it just me, or is Mayl kinda scary today? 13. YAI: She's just nervous about meeting Lan's father.



Illustration for cake

To mark both the end of the Battle Network series and Mega Man's 20th anniversary, the team decided to hold a party. This is the piece we asked the bakery to draw on the cake. (Ishihara)





Panel Out 3



Hero Sword



Fire Sword



Bass



Step Sword



ProtoMan



Full Custom



Slow Gauge



Muramasa



Recovery 80



Metors



Balance



Roll



World Three (WWW)



ACDC Elementary School, Class 5-A



Bond of Friendship!



Grass Stage

GROUP MARKS

Official Center

IPC logo

Double Mega Man Attack

Star Force Mega Man shield



The font for this logo was based on Capcom's logo. (Ishihara)

Gospel mark

Nebula mark

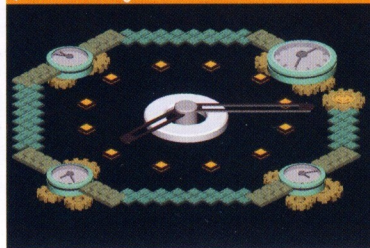


OSS-RELATED

Power Generator switch



ClockMan stage



Battle screen Omega-Xis

ROCKMAN STAR COLOSSEUM ILLUSTRATION



IMAGES FROM THE HOMEPAGE OF THE ROCKMAN.EXE TEAM'S CAPCOM INTRANET SITE



ロックマン.EXE2
ホームページ



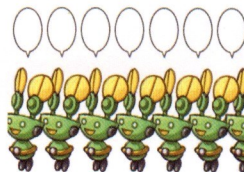
ロックマン
EXE2



ロックマン
EXE3
TEAM'S HOME PAGE

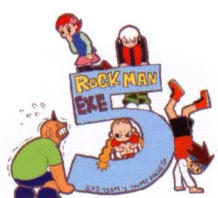


ロックマン
EXE3
エピソード・レポート



An illustration done by the development team in the style of Ryou Takamizaki. (Ishihara)

An image from the developer's page. It shows the two characters meeting, in a calm and rather sedate environment. (Ishihara)



MERCHANDISE-RELATED ILLUSTRATIONS

» Dex T-shirt



» Plushie



EDITED VERSION

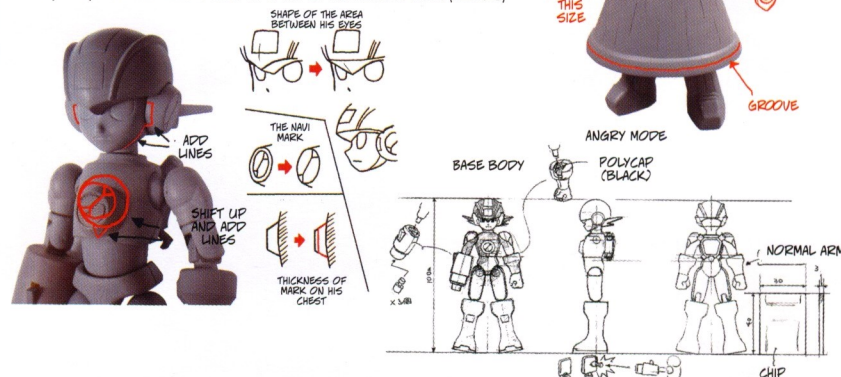
» Figures



*These items are not currently for sale.

REFERENCE FOR FIGURES

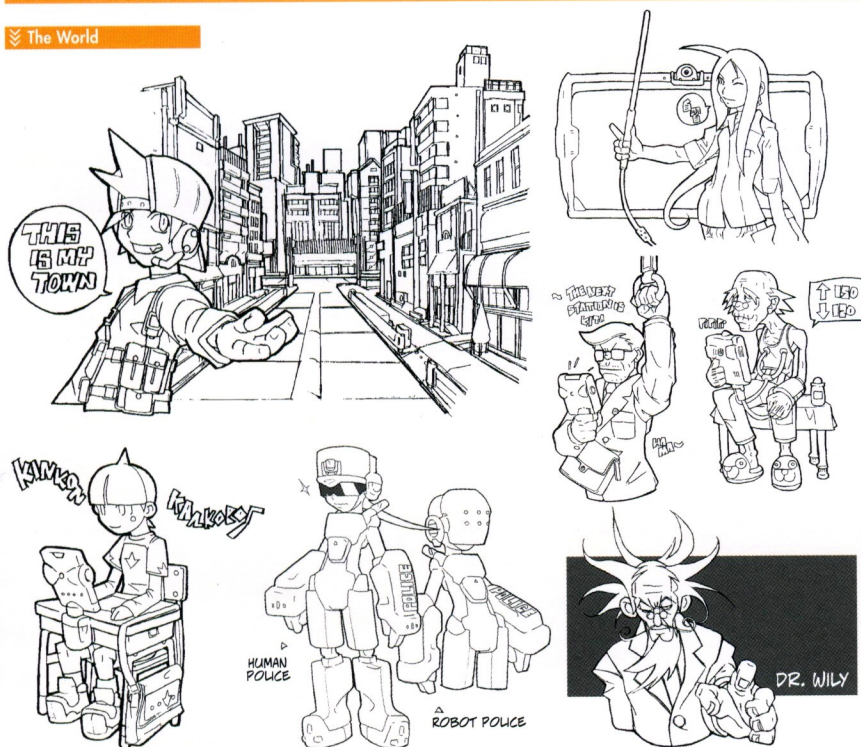
This is something I always feel bad about whenever the art we created for game development needs to be sent outside the team. As far as game development is concerned, only a select few actually need to know the finer details of a character's design, so we rarely write down detailed notes. There are also instances where we don't even draw the back of a certain character if it has been decided that you will never see that character's back in the game. (We're bad, I know.) It is for these reasons that we often end up causing more trouble than we should for anime staff and toy companies that need to work off of the art that we send them. (Ishihara)



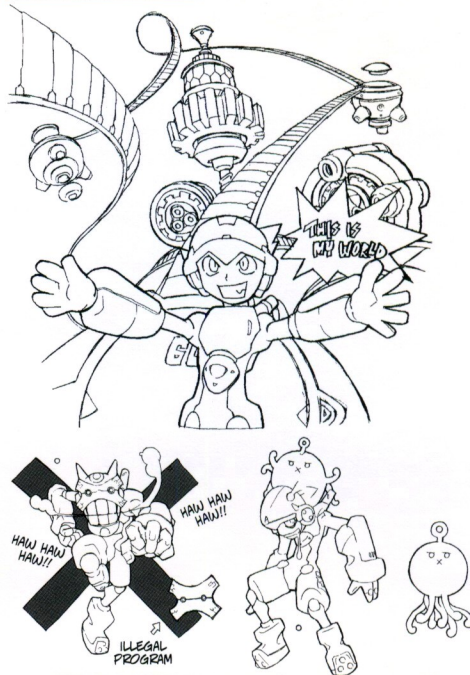
Rockman.EXE Series Master Soundtrack - Rockman.EXE 4-5

EARLY CONCEPT ART

The World



Virtual World

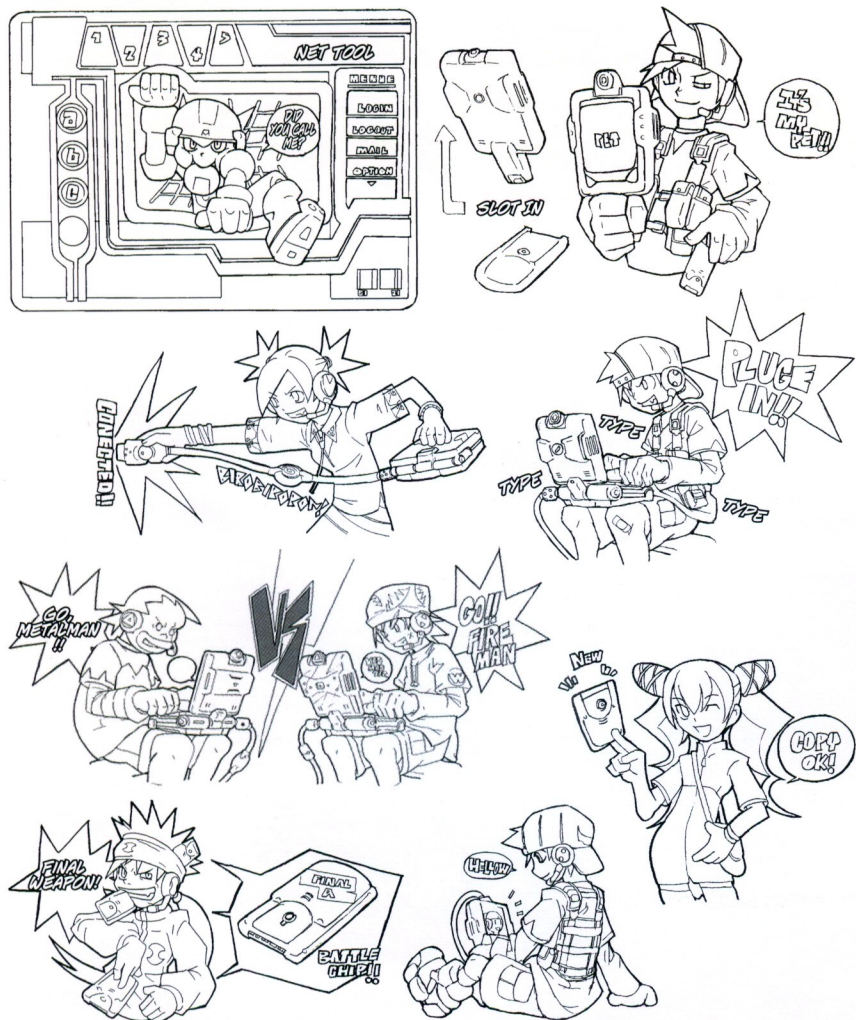


Group symbols



These illustrations were done to accompany the concept proposal for the BN world. As you can see, the art is done in the personal style of the artist that drew it, so it looks very different from the final style of the BN series. The logo you see for "W.W.P.O" was designed for Wily's evil organization, and the name was later changed to "W.W.W" (World Three) as a play on "World Wide Web." The other logo, for "Right," was going to be the organization founded by Lan to fight against Dr. Wily's group, but in the end we decided that creating the story would be easier if the main character was free to act independently, so the Right group was discarded. (Anma)

Life with a PET



ILLUSTRATIONS

I remember struggling with these group shots, which were to be used in a magazine. Take it from me... it's not a good idea to stretch your work out to the very limits of the deadline. I still find myself wrestling with deadlines every time, though. (Kaji)



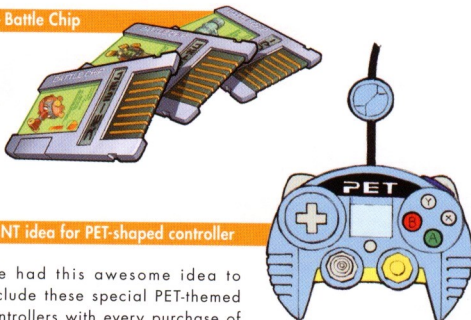
PET-RELATED ILLUSTRATIONS

Personal Terminus (P.E.T)



We wanted the PET to look like something that a child might dream up when asked what cell phones would look like in the future. The original PET designs for BN1 and BN5 were done by Capcom, for BN3 by Bandai, and for BN4 and BN6 by Takara. (Ishihara)

>>> Battle Chip



>>> NT idea for PET-shaped controller

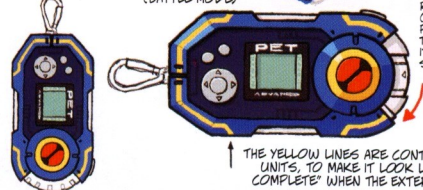
We had this awesome idea to include these special PET-themed controllers with every purchase of Network Transmission, but those plans unfortunately did not come to fruition. (Ishihara)

THE FRAME AT THE CENTER IS LIKE A CLEAR CARD HOLDER. THE USER CAN SLIDE ANY IMAGE THEY WANT INTO THE HOLDER TO PERSONALIZE THEIR CONTROLLER.

>>> BN5 PET concept

CELL PHONE MODE

CHIP MODE (BATTLE MODE)



YOU PRESS THE BUTTON TO OPEN THE WHITE COMPARTMENT AND REVEAL THE SLOT FOR THE CHIP. THE NAVI MARK ALSO ROTATES 90 DEGREES. IF IT'S NOT POSSIBLE TO ALLOW THE MARK TO ROTATE, IT CAN REMAIN STATIONARY.

↑ THE YELLOW LINES ARE CONTINUED ON THE EXTERNAL UNITS, TO MAKE IT LOOK LIKE THE PET IS "FULLY COMPLETE" WHEN THE EXTERNAL UNIT IS ATTACHED.

ARCHIVE OF PETS



BN1, 2



EXE4.5



BN3



BN5



BN4



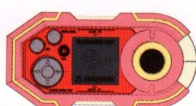
BN6

PET COLOR CONCEPTS FOR ANIME

For the anime, we were asked to color each PET differently, to better match each operator.



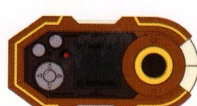
Lan Hikari's PET



Mayl Sakurai's PET



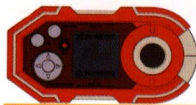
Dex Oyama's PET



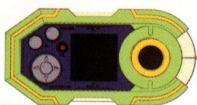
Yai Ayanokaji's PET



Dr. Froid's PET



Mr. Match's PET



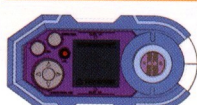
Higsby's PET



Ms. Madd's PET



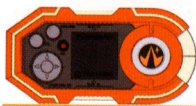
Count Zap's PET



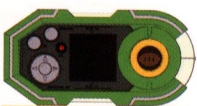
Yahoo!'s PET



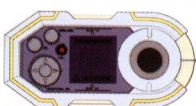
Ms. Yuri's PET



Mr. Famous's PET



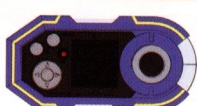
Mr. Famous's apprentice's PET



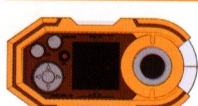
Princess Pride's PET



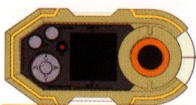
Raoul's PET



Rei Saiko's PET



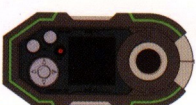
Takeo Inukai's PET



Noboru Sunayama's PET



Shuko Kido's PET



Viddy Narcy's PET



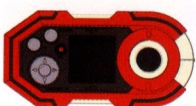
Raika's PET



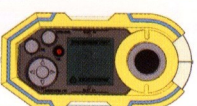
Ivan Chillski's PET



Baryl's PET



Tesla Magnus's PET



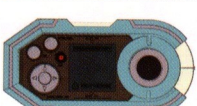
Charlie Airstar's PET



Dusk's PET



Fyrefox's PET



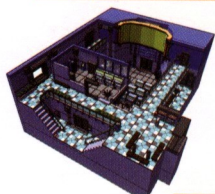
Dingo's PET



Jasmine's PET

EARLY ARCHITECTURAL CONCEPTS

Computer Room



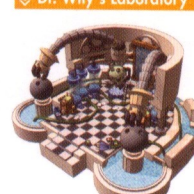
Official Residence



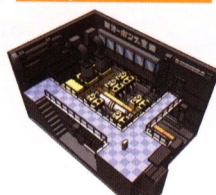
Yuichiro's Laboratory



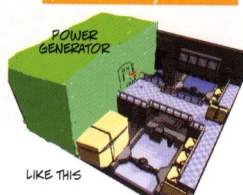
Dr. Wily's Laboratory



Pump Room



Water Facility



LIKE THIS

WWW Research Facility



GUEST ILLUSTRATIONS



Guest illustration: Hayato Kaji



Guest illustration: Yuuji Ishihara

ロックマン エグゼ オフィシャルコンプリートワークス
MEGA MAN **BATTLE NETWORK**
OFFICIAL COMPLETE WORKS

ENGLISH EDITION CREDITS

English Translation
M. KIRIE HAYASHI

Localization and Editing
ASH PAULSEN

Layout and Design Adaptation
MATT MOYLAN

Special Thanks
ADAM ANANIA

UDON STAFF

Chief of Operations
ERIK KO

Managing Editor
MATT MOYLAN

Project Manager
JIM ZUBKAVICH

Marketing Manager
STACY KING

Editor, Japanese Publications
M. KIRIE HAYASHI

CAPCOM LICENSING

Toshi Tokumaru & Taki Enomoto
of Capcom Co. LTD.
Seon King, Steve Lee, Joshua Izzo,
Brian Oliveira & Francis Mao
of Capcom Entertainment, Inc.

JAPANESE EDITION CREDITS

Publishing
株式会社カプコン

Editor
伊藤憲臣/長谷川太介

Coordinator
藤田輝/小林常二/北裏裕章

Product Manager
大野哲也

Editing
株式会社ウェッジホールディングス プレインナビ事業部
堀内建志

Cover & Book Design
株式会社ウェッジホールディングス プレインナビ事業部
荒井里江子

DTP
株式会社ウェッジホールディングス プレインナビ事業部
荒井里江子/浅井靖子/児山奈津子

DTP Assistance
株式会社アイダックデザイン

Supervision & Special Thanks
株式会社カプコン
小牧信介/石原雄二/堀之内健/安間正博
加治勇人/中島暁子/佐藤和隆
南出直人/山本雄士/挺屋和大

鷹岬諒/あさだみほ

株式会社小学館集英社プロダクション
生田健
株式会社バンダイ
中尾恭太

© CAPCOM CO., LTD. ALL RIGHTS RESERVED
Licensed for used by UDON Entertainment Corp.

Published by UDON Entertainment Corp.
P.O. Box 5002, RPO MAJOR MACKENZIE Richmond Hill, Ontario, L4S 0B7, Canada

Any similarities to persons living or dead is purely coincidental. No part of this publication may be reproduced, stored in retrieval systems, or transmitted in any form or by any means (electronic, mechanical photocopying, recording, or otherwise) without the prior written permission of the Publisher.

www.UDONentertainment.com

Printed by Suncolor Printing Co. Ltd.
E-mail: suncolor@netvigator.com

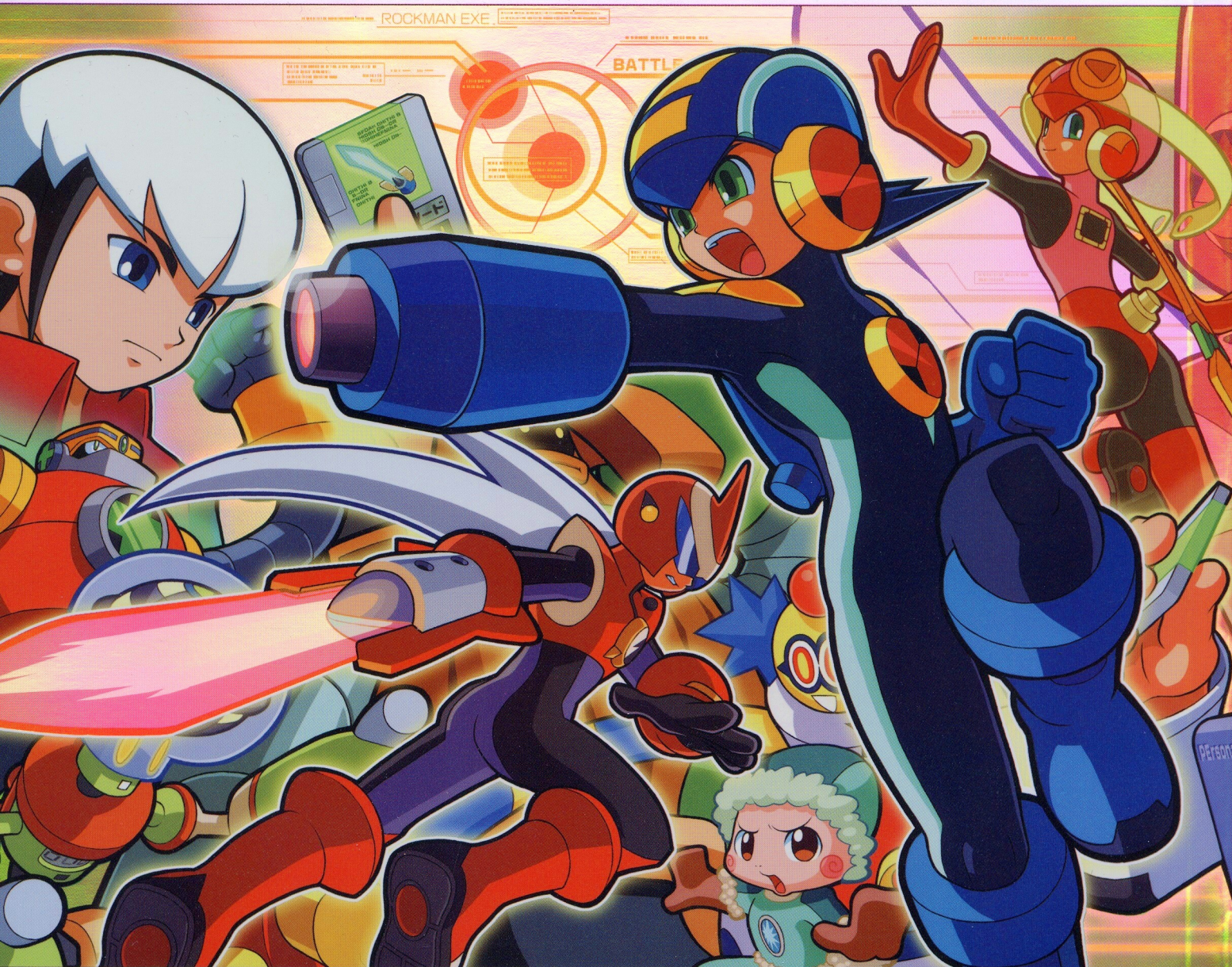
First Printing: December 2010
ISBN-13: 978-1-926778-12-9 ISBN-10 : 1-926778-12-X

Printed in Hong Kong

VIDEO GAME ART BOOK
\$39.99 U.S.

MEGA MAN™ BATTLE NETWORK

ロックマン エグゼ オフィシャルコンプリートワークス
OFFICIAL COMPLETE WORKS



Mega Man Battle Network reinvented Capcom's classic franchise as an exciting, action-packed RPG, and reintroduced Mega Man to a whole new generation of gamers.

Mega Man Battle Network: Official Complete Works collects the stunning artwork of all six Battle Network games, as well as *Network Transmission* and *Operate Shooting Star*. Inside you'll find character designs, promotional art, rarely seen pieces, and plenty of creator commentary.

CAPCOM

© CAPCOM CO., LTD.
ALL RIGHTS RESERVED.
Licensed for use by
UDON Entertainment Corp.

Printed in Hong Kong.



An
UDON ENTERTAINMENT
Production
www.capcomcomics.com

ISBN: 978-1-926778-12-9



9 781926 778129

53999



MEGA MAN™ BATTLE NETWORK
OFFICIAL
COMPLETE WORKS



CAPCOM

MEGA MAN™ BATTLE NETWORK

ロックマン エグゼ オフィシャルコンプリートワークス
OFFICIAL COMPLETE WORKS

